



SEGA SATURN

ISSUE 11
SEPT 96

SEGA
No.1 FOR SATURN
£2.75



FIRST
DOOM
PICS INSIDE!

VIRTUA COP 2

Arcade perfect?
All is revealed!

VIRTUA FIGHTER 3

The first finished version has arrived!

We put AM2's new beat 'em up to the test!

FIGHTING VIPERS

Can it top the mighty VF2?



PLUS! NIGHTS SEGA WORLDWIDE SOCCER '97 EXHUMED SEGA AGES CRIME WAVE ATHLETE KINGS OLYMPIC GAMES ALIEN TRILOGY BOMBERMAN AND LOTS MORE!



PC CD
ROM



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NEON

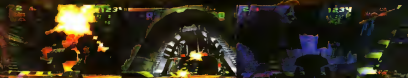
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SPEED KILLS

BUT IT'S YOUR ONLY HOPE OF ESCAPING

TUNNEL B1

YOUR THROAT'S ON FIRE. THIS TIME. EYES BLEED. HEAD POUNDS. THIS TIME. NEITHER ROCK NOR STEEL WILL STAND IN YOUR WAY. NEITHER CHOICE NOR CHANCE WILL OPPOSE YOU. THE CITY ABOVE IS THREATENED WITH EXTINCTION. MAKE NO MISTAKE, THE PRESSURE IS ON. TUNNEL B1 IS THE ONLY WAY IN. THIS ISN'T GOING TO BE EASY.





50%
COMPLETE

VIRTUA COP 2



SEGA SATURN NEWS



IT'S DOOM FOR THE

One of the first games announced when the Saturn was first released in Japan in November 1994 was id software's classic Doom - the most popular game in recent videogames history. Since then nothing has been heard of the game - who was developing it, who was publishing it and most importantly when it was coming out - all of this remained a mystery. Until now. SEGA SATURN MAGAZINE

was the first journal to check out the first playable work-in-progress Doom CD and we have some pretty monumental news about the game... as well as the first screenshots in the world.

If you aren't aware of the Doom phenomena, obviously you've been in a coma for the last three years, been abducted by aliens or have been dead or something. It's only the most famous game ever, that's all. Doom was the original first person perspective brawler to feature high-speed texture-mapping and super smooth action, and also featured a veritable feast of exploding combats and undead missions. The game also features a brilliant arsenal of weaponry ranging from chainsaws to chainguns, shotguns and high tech plasma-sworder. Every Doom weapon to have surfaced in every PC version of the game has made it into the Saturn translation.

At the moment the game is at a very early stage of development. Although all of the levels, monsters and weaponry have been coded in, the ver-

on the night of the demonic masses in a team-play scenario. It's great fun, but better still is the awesome DeathMatch mode.

In this rendition of the game, the levels are cleared of all monsters and extra weapons, ammo, and power ups are strewn across the screens. The objective here is simple - it's kill or be killed. Slacking your opponent to death gives you a frag and it's literally the player who gets the most frags who is the winner. The PlayStation version of Doom was a great two player experience and the Saturn version should be just as good!



All of the weapons from Doom and its sequel are in the Saturn version.

Saturn Doom looks closer to the PC original than the PlayStation game.

sen pictured on these pages is far from complete - meaning that the final game should look significantly better than what has been revealed on these pages.

If development continues to be as rapid as it has been in recent months you should expect to see the finished version on the shelves in November at the latest, courtesy of GT Interactive.

IT'S MULTIPLAYER!

Doom looks like being the very first European Saturn title to use the mythical link-up cable for some two player action. Let us just say that until Duke Nukem 3D and Quake turned up on PC, Doom was undisputedly the best multiplayer game in existence.

Two different options are on offer. Cooperative mode sees two players taking





For a complete VFS report, turn to page 92 now!



Saturn Doom is a mixture of Doom and Doom 2 on the PC. The top screenshot depicts the first level of Doom 2, and there's a Doom 2 monster on a Doom 1 level island.

SATURN!



IT'S A SPECIAL EDITION!

Over the years PC owners have enjoyed numerous versions of id's classic, namely Doom, Ultimate Doom, Doom 2 as well as the forthcoming Head Down. The Saturn version is best described as a kind of digest version - it has levels taken from Doom, its sequel and ultimate as well as a smattering of monsters taken from every version. It's a bit of a mix 'n' match affair to be honest, but it does mean that you get the powerful double-barrelled shotgun from Doom 2 (which annihilates all corners at close range) and you can use it in the ordinary Doom levels. Brilliant.

AND NEXT MONTH...

GF Interactive also have a version of the brilliant Doom follow-up Heron in development. At the moment it's over earlier in development than Doom, so we're not likely to have any pictures of it accompanying their lowly Doom pics. However, the game should have shipped up significantly in the next few weeks so expect some exclusive screenshots for the next edition of this, the most greatest of Saturn magazines.

SOB! I'D LIKE TO THANK EVERYONE EVER!

After almost three years of waiting on SEGA SATURN MAGAZINE to be born another, it's time for me to hand over the reins to someone else because I'm off to pastures new. Luckily though, all you games freaks are in for a bit of a treat, because superstar game maestro Richard Leadbetter is BACK as of next month, after a stint on MAXIMUM magazine. Remember him from the old days of SEGA MAGAZINE? Yep, he was the one who looked a bit like Ace Ventura. Or Gato from Star Trek, depending on how he was feeling on the day. He's probably about the most experienced person in the whole world as far as Sega information goes, so you can rest assured that the mag will still have all the top stories and best game that it's had over the last year or so.

Anyway, that's my rambling bit finished - as far as this issue goes there's tons of great stuff on Fighting Vipers, an exclusive interview with the Sonic Team, more on the awesome Virtua Cop 2 and the unveiling of Sega's new soccer game! And, as a special sort of leaving present, I'll leave you with the news that next month, SEGA SATURN MAGAZINE comes complete with its very own exclusive demo disc (see page 30 for more details!)

Sam Hickman, [Ex] Editor

Heh. My name's Richard Leadbetter. You might remember me from such publications as Mean Machines, Mean Machines Sega, Sega Magazine, Maximum... even CVG if you're old enough to remember when I was on it.

Once Sam's packed her bags and disappeared off into the real world, I'm going to be taking over as editor of this esteemed organ. So what that basically means is that as of next month you'll start seeing little tweaks (and maybe a couple of big ones too) here and there, designed to make SEGA SATURN MAGAZINE even more excellent than it is now.

The first fruits of our labour shall be found in the next edition of SSM, which has a brilliant Daytona USA cover and a demo disc with NIGHTS on it. Buy it... and to hell with you if you don't!

Rich, The Master



HMV CHARTS

Week ending April 29th, 1998



If you would like to see your chart features, send in your top-five to **ISSUE CHARTS**, SEGA SATURN MAGAZINE, PRIORITY COURIER, 30-32 FARRINGTON LANE, LONDON EC6A 6AL. Anyone who has their charts printed will receive a game for their troubles!

HMV CHARTS		SATURN MAGAZINE CHARTS		READER CHARTS	
1	Ultimate Mortal Kombat 3	1	NIGHTS	1	Gun Griffon
2	Gun Griffon	2	Fighting Vipers	2	Sega Rally
3	Need For Speed	3	Wrestle Fighter Xels	3	IMBLI
4	Virtua Cop (+ gun)	4	Worldwide Soccer '97	4	Guardian Heroes
5	Guardian Heroes	5	Bombberman	5	Need For Speed
6	Shining Wisdom	6	Athlete Kings	6	Wipeout
7	Baku Baku Animal	7	Alien Trilogy	7	Baku Baku Animal
8	WrestDemain	8	Baku Baku Animal	8	Shining Wisdom
9	Streetfighter Alpha	9	Exhumed	9	Streetfighter Alpha
10	X-Men: Children of the Atom	10	Guardian Heroes	10	WrestDemain

Send 10 copies of this chart to us for a chance to win a game!



They've been threatening to release this for some time now, but we thought it'd be forgotten about it. However, a PAL conversion is already underway.



It's a shame really, because it might have actually been straight out for the Saturn. It's a bit different one, though.

PREPARE FOR IMPACT

You may have heard of Impact Racing before. This NEC game first appeared on the PlayStation, and its game style is something similar to Wipeout, mixing regular racing action with some shoot 'em up thrills. In Impact Racing the player climbs into one of a number of sporty cars, complete with heat-seeking missiles, laser cannons, mines and 'fire walls', and speeds across one of ten circuits, power-boosting on the lanes and launching into jumps. The Saturn version of the game features an additional two viewing perspectives which enhance the action of the game, and comes with the standard 3D polygon graphics running at a reasonable 30 frames per second. We'll be showing you more soon.



VIDEOS!!!

Just because we're in frivolous summer mood, we've decided to throw a video competition giving you, our loyal readers, the chance to win three new video releases from Warner's Beyond Vision range.

First up is *Knights of the Body Snatchers*, the remake of Dan Sniaga's 1991 original, starring Deodor Sottobrand, which forms part of Warner's 'Cult Classics' collection. Do not watch it on your own or with the lights off because it's very scary indeed.

The other two videos are both a part of Warner's 'Serial Sci-Fi' collection. *Babylon 5: Volume 13* features 'The Long Dark' and 'Spider in the Web' episodes, both a part of the second series. *Outer Limits - The New Series* Volume 4 takes you into the world of unexplained phenomena with two previously unredressed episodes - *Blood Brothers* and *The New Breed*.

Anyway, if any of these take your fancy, we're five acts of those to give away. Just answer this relatively simple question: What actor, famous for his role in *Star Trek*, also appears in *Knights of the Body Snatchers*?

Send your answers on a postcard to **VIDEOS! LOVE 'EM**, SEGA SATURN MAGAZINE, PRIORITY COURIER, 30-32 FARRINGTON LANE, LONDON EC6A 6AL.

The closing date for the competition is **SEPTEMBER 27th 1998**.



SEGA RALLY PLUS ANNOUNCED!

The Saturn internet package is complete and ready to use in the United States and Japan, with a European connection now slated for early 1999. As well as 'surfing' the web, Sega are looking to start a console on line gaming revolution with two flagship titles already announced.

The Japanese are looking forward to internet *Virtua Fighter Remix* (which is receiving a great deal of press in the Japanese journals), whilst announcing the development of *Sega Rally Plus*. This tweaked edition of Europe's best-selling Saturn title allows gamers over the internet to compete. Just imagine... playing VF or Rally with anyone in the world. Pretty nice, huh?

Obviously the VF Remix experience is limited to two players, but no news is available yet on how many players will be able to participate in Rally. Just imagine if the Saturn replicates the eight-player coin-op experience... only with players dotted all over the globe! Brilliant eh? Well, the internet rumours on the internet indicate that the new Daytime USA game could well feature simultaneous eight player internet action. How d'you like that?



live the spirit



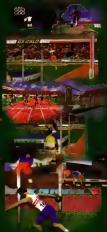
To the men and women throughout the world who compete at the highest level of sportsmanship, the Olympic Games have come to represent more than mere competition.

The hopes and aspirations of over 10,000 athletes will be tested to the limit to achieve the highest goal of all in a fight for glory, a fight for GOLD.

Olympic Games excels in the playability stakes, combining speed & skill control with breathtaking end-to-end action.

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US GOLD



the fusion of speed, strength & skill



HE'S BACK... HE'S STILL ANGRY

Deep in development at the moment is the Saturn version of the incredible *Hot Men*. In the past, developers may have been guilty of abusing this license somewhat, but US Gold are determined to make this version of *Hot Men* the most innovative yet (but too difficult if past efforts are anything to go by). There's still nothing to see on the game, but the first screenshots are beginning to emerge - at the moment, these are the only ones available. The finished title will be a mixture of best 'em up levels and platform levels and should be finished around Christmas time. More to come when.



VIRTUAL REALITY FOR SATURN

Unveiled at Tokyo's booth at the Tokyo Toy Fair was the first display of their new Head Mounted Display - The Dyonisor.

Fitting over one's head just like a Virtual Reality headset it cuts off all external distractions and immerses you completely in the game. It can be connected to any game system (via the typical video cables) and runs off its own power supply. Undoubtedly the screen picture is incredible, just like a mini TV and the stereo sound is also top-notch. Certainly the light weight, easily adjustable headset is comfortable to wear for long periods but at around 40000 yen (twice the cost of a Saturn) you have to ask who's going to be able to afford it? Our reporter at the show tried it with a PlayStation racing game and was most impressed with the VR effect when the car was driven in first person perspective, you really want to keep turning your head when you take a corner. Using it with Saturn Nights is also an incredible feeling one really has to experience to believe. We might well have a fuller report on this in an upcoming issue of this fine mag.



NEW AM COIN-OP FRENZY

At the recent coin-op press launch party for Virtua Fighter 3 (see Coin-Operated this issue), Sega revealed prototype versions of their hot new arcade wars. As well as the flag-bearer *Viz*, two new products stood out as being potentially very-temed new games.

First up is an exciting dedicated cabinet game based on the ocean going sport of jet-skiing. A full-size jet-ski is mounted in front of the monitor, and it handles and reacts just like the real thing. For example, by standing up and pulling back on the jet-ski, you can perform amazing jumps off huge waves. The game itself is best described as *WaveRacer* on the Nintendo 64, but much, much better.

The second game is even better, Intango Mizuguchi of Sega Rally and Mars TT fame has left AM to set up his own AM division. The first fruit of his labour is a game based on the world's tearing car championships. If you've never seen tearing car races, it basically involves nutter drivers taking production cars onto major circuits to indulge in some particularly dangerous hi-octane action.

Both titles are shaping up to be very special indeed and we'll have further reports in *Coin-Operated* over the next few months.

BLOCKBUSTER CHARTS

BLOCKBUSTER VIDEO

TOP TEN VIDEO GAMES

1. STREET FIGHTER ALPHA
2. PANZER DRAGON
3. WIPEOUT
4. TRUE PINBALL
5. SEGA RALLY
6. SHELLSHOCK
7. TITAN WARS
8. THE HORDE
9. GEX
10. TOSHINDEN



TOP TEN RENTAL VIDEOS

1. SEVEN
2. BABE
3. DANGEROUS MINDS
4. ACE VENTURA 2
5. LOCH NESS
6. ASSASSINS
7. SHOWGIRLS
8. GOLDENEYE
9. CRIMSON TIDE
10. LAWNMOWER MAN 2



TOP TEN RETAIL VIDEOS

1. BATMAN FOREVER
2. SPIDER-MAN - THE VENOM SAGA
3. DUMB AND DUMBER
4. TIMON AND PUMBA
5. LEON
6. POGAHONTAS
7. CORY
8. STAR TREK - VOYAGER 2.7
9. SWAN PRINCESS
10. X-FILES - ABDUCTION



Bring golf to the
fore on Saturn
and PlayStation...

actua GOLF

"The best golf game ever"

PlayStation Plus



9 out of 10 "The best golf game
on the PlayStation so far"

PSX Pro



90% "If you want a golf game for
your PlayStation, look no further
than this"

Mean Machines PlayStation



4 out of 5 "The best PlayStation
golf game"

C&VG



8 out of 10. PlayStation
Star Player Award



Official PlayStation Magazine



Coming Soon

ACTUA
SPORTS



COMING SOON

As far as software developers go, Christmas is just around the corner, so more and more titles are suddenly starting to appear on Autumn release schedules. We're starting to see a few of those titles already, but over the next few months, expect this section to expand to bursting point!

SYNDICATE WARS

Bullfrog have always been renowned for their innovation in their new titles, but to date, they've only released three games on the Saturn - the excellent Magic Carpet, Theme Park and Hi-Octane. And let's face it, these aren't exactly among their most up to date games. But things are about to make an about turn, as Bullfrog are hoping to get their latest PC titles out on to console within a couple of months of their initial release. In fact, *Syndicate Wars*, should be their first title to benefit from this, currently scheduled for an Autumn release on the Saturn. *Syndicate* has been around for a fair old while, and even made an appearance on the Megadrive some years ago. The basic idea is to build up your already super hard troupe of warriors until they're hard enough to take out all the other warriors in the area. Then, things get a little more ambitious as you take on more intelligent and highly toolled up armies. As you'd imagine, there's tonnes of carnage in this game, and as the title is played from an isometric perspective, there's more action than in the usual strategy games. There's only a few screenshots available for this one at the moment, but we should be able to get hold of a preview copy of the game fairly soon.

BUY FULL PRICE RRP £49.95



Here's a piece of advice, if you come across this guy down a dark alley, try not to trade with him.



It's all grim in the future you know, I mean, why couldn't they have done those whole Matrix in a fishing line bit?



Even spiders in the future will be all metallic and robotic. Don the hairs on your shiny little side!



FATAL FURY



One of the most famous series of the games on the Megadrive, if only because they came out on import and hardly anyone could get hold of them. Anyway, the series has always been popular amongst gamers, even though there have always been more technically advanced offerings that tend to steal the limelight. Indeed, SNK's own King of the Fighters even turned up on Saturn a couple of months ago (along with its own customised cartridge), although Sega Europe didn't think it was popular enough over here to warrant it a UK release.

It seems likely that Fatal Fury will remain an import title too, especially as it's somewhat older than KOF, although it's still a brilliantly playable game. As with all SNK fighting games, the aim is simply to knock seven bells out of each competitor, or if you're playing against someone else, knock the hell out of each other. The real challenge of playing these types of games though is learning all the button-pounding moves needed to pull off amazing moves.

As we said, there's no word that this will receive an official release at the moment, and to be honest, it's pretty unlikely. But if you're interested in the Japanese version, get down to your local dealer for a look at the game.



This is probably only coming out on import, but if you're an SNK fan then it might be worth a trip down to the appropriate import readers.

TOH SHIN DEN URA

After mixed fortunes with their original translations of Toh Shin Den for the Saturn, Takara are striking back with an all-new Saturn game based very loosely on Toh Shin Den II. Toh Shin Den URA is a continuation of the original game which Takara are keen to stress is an entirely brand new adventure - not just a straight forward translation of existing PlayStation code. To emphasise the difference, Takara have coded in new costumes, new background scenery, speech, game balance and CG, just about everything has been changed to suit the Saturn's capabilities. Obviously Takara have learned a great deal more since ending Toh Shin Den 2 on PlayStation and this expertise should hopefully make for a superior Saturn title.

The storyline is most intriguing. Six months ago, an advanced prototype artificial humanoid, called Teshinker, was stolen from a secret laboratory. Designed to be the ultimate law-enforcing machine it has been programmed with a vast knowledge of fighting skills and martial arts. Since the thieves, the world's greatest fighting machines have been slowly eliminated by the Tohshinken! It is your job to track the machine down and take out its insidious controller!

Getting down to fighting game basics, Toh Shin Den URA looks most impressive on paper. Like Virtua Fighter 2, the game features a high-resolution display



which is far superior to what was shown in the original Toh Shin Den Genesis. A total of 11 playable characters are scheduled for inclusion, and that's taking into account two new fighters, one titled "Epper" and the other which will remain secret. The awesome Tohshinken fighting machine is also scheduled for inclusion along with an all-new end game boss.

All of this looks most impressive indeed. We'll be bringing you more details over the coming months. Especially as we've just heard the news that Sega will be releasing the game over here sometime in Autumn!

SONIC WINGS

Yikes! It's another one of those retro-style shoot 'em ups, where in an attempt to feel everyone that it is indeed an arcade classic, the programmers have deemed it necessary to create a vertically scrolling game. Why can't they be a bit more imaginative and do something new for a change? I suppose they're fairly popular in their own little way though, although games like this would seem a lot more attractive if they only cost twenty quid.

However, it's doubtful whether you'll even be able to buy this one for full price, because it probably won't see the light of day in this country - after all there's already two or three titles like this around already. In its own way

though, *Sonic Wings* is slightly different from the *Games* and the *Layersection's* of this world, if only for the fact that it's set in real life. Yep, so instead of blowing up impermanent, foolish aliens, you get to blow up real villages and real enemy planes. So if you're into that sort of thing, you'll probably like this. Otherwise, it's not worth fretting over the chances of seeing this on your Saturn.



Sonic Wings, a retro game to mix with the best of 'em. Here we see obvious what looks like a Police fighter in glorious mid-flight. We have magnificent music!



By it's *Shoobyguy*. Now the thing about *Shoobyguy* right is that it's all about that lefty's pulled between right, and if there isn't a pulled right that what about *Shoobyguy*!

INDEPENDENCE DAY



(Right) Oh my God everybody! The shock outrage is about to crack! Bill Tall!



Watch out, because before you know it, *Aliens* may be invading your own front lawn. Yep, they've gotta come in to your house and steal all the food out of the cupboards and leave a big mess in the bathroom. And then they're going to kill you. Well, that's what *Aliens* do, isn't it? Or did you think that you could just leave these little chocolate trails around the house and dress them up in your sister's clothes?

Anyway, you can't have failed to notice that one of the biggest movies around at the moment is *Independence Day*. Which features aliens doing lots of explosive things like massacring the dead and wiping out entire cities, in a valiant attempt to deplete Earth of all its essential minerals. Luckily, the nation that goes from the most gnef in the good old US of A, the country with the most disposable weapon power and it's there that a massive nuclear showdown takes place. Which, when you think about it, already sounds like a brilliant video game. However, it's going to be a while before the Saturn version of this title is ready, although work has begun on the conversion. A very early version was on show at the E3, although it was a bit difficult to tell from that version what the final game will be like.

At the moment, the gameplay consists of flying sections where you take on the alien empire, and Fox are hoping to include other elements of gameplay for the final version. As soon as we can get hold of some new shots, or a version of the game, we'll be bringing you a preview.

CD and Independence Day™ & © 1996 Fox Interactive Entertainment. All Rights Reserved. Fox Interactive Entertainment.



PHOTOGRAPH BY JAY ZIGONSKI FOR USA

THE BLACKHEADS

OUT NOW ON TAPE.

IF YOU'RE SERIOUSLY INTO BLACKHEADS, AND YOU'D RATHER NOT BE,
CHECK OUT NEW **OXY BLACKOUT**. IT HAS SPECIAL STICKY TAPES
THAT **LIFT OUT BLACKHEADS** GENTLY. **BLACKHEADS? OXYCUTE 'EM!**



TANK

It's monster mechanised mayhem!



Hot Streets - travels into town and hit the clock. With a few roads of high explosive shells, you can also drive through the mine. Is setting a new?

A If those who feel their blood throbbing threatened by the likes of NIGHTS and Virtua Fighter Kids will soon be able to vent their frustration in a game that makes loaded look about as radical as that hitting programme **Ultra Stables** used to present.

American developers NMS (yeah, and you thought that was just a Nintendo magazine didn't)

“ Legitimate targets often get forgotten as you make a detour into town to shell the clock tower and a small chemical refinery. Just because it looks good. ”

you? They've obviously been moonlighting) have just completed work on a PC game called **Miss Destruction**. This overhead tank shoot 'em up has been picked up by BMG for Saturn release in the UK under the imaginative new title of **Tank**. The name reflects the refreshingly straightforward gameplay - you handle around four different types of scenarios,

taking on opponent tanks and blasting the local archi- tecture to bits. Guns, bridges, camouflage yourself under rivers, drive through city walls, blast buildings and engage opponents in games of cat and mouse. The whole thing soon develops into sort of 'Return Fire' without the bits where you had to think scenario at, over 14 loosely strategical missions, you employ cannons, machine guns, proximity mines, flame throwers, smart bombs and guided missiles against your targets. You are instructed to sanction with extreme prejudice anything that gets in your way, and it says something for the look and feel of this game that degenerate buildings, radar facilities and enemy tanks (all 'legitimate' targets) often get forgotten as you make a detour into town to shell the clock tower and a small chemical refinery. Just because it looks good.

Although **Tank** is hardly what you'd call sophisticated, it does boast some sophisticated eye candy courtesy of a new system called **Athen**, 'spraygun technology'. NMS claim that the result of this new polygon application technique is a more seamless integration of 2D objects with 3D objects. We certainly wouldn't argue that the animation in **Tank** is

The impressive industrial look is the way your Progressor reflects off the water, the fireworks in the flamethrower - position yourself on the bridge and watch the reflections as you strafe your gun. Well, we were impressed.



extremely smooth, and the game has a lot more depth and clarity than we're used to. As to what the hell a 'spraygun' is, we're none the wiser. However in the game there are little touches that really make it worth exploring - the rippling water effects, the spectacular explosions and the clever way the flamethrower reflects off the surface of rivers when it's fired from a bridge. But most of this game's appeal lies in the way that, like **Loaded**, it makes no apologies for presenting a down to earth combat frenzy with only minimal dressing. After all, it's obligatory for every collection to feature at least one game that's likely to upset an elderly relative.

The PC version of **Tank** is already complete - the Saturn conversion takes next priority, with PlayStation following third. We've secured pictures from the small amount of Saturn work that is complete - namely the first few levels. Almost most of the opponents who are the only thing that stand between you and your killing spree. We'll be back when there's more.

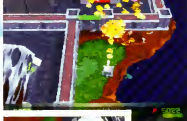


KILLING TIME

The fixed perspective on the action allows great detail on the buildings in each scenario. If you're worried about the same brown and grey office blocks turning up over and over again in one role. The decayed cranes are best demolished with some well-placed land mines (these are deposited from the back of your tank at the press of a button). The resulting damages topple the machinery with spectacular effect. Even the town church isn't safe from your shelling – you can bombard the old building bit by bit, and even drive through the ruins of each bit you've demolished, switching on the Flamepower for extra effect in the remains. Is nothing sacred? If you want to annoy the local residents even further, then you can torch the local temple – the town down goes up a level if you get bored while waiting for the junction lights to turn green. Only its charred and twisted remains are testament to your inner city redevelopment.



You'll never know the true scale after this tankroll.



These windfalls you see in the marketplace are really annoying aren't they? Sort them out for good.



Some targets just don't want to be blown up, and these are crying out to be shot...



...a single button press deposits the little mines from the back of your tank. So do!



One of the few opponents to have been programmed in yet.



WISH YOU WERE HERE

These pictures from the PC version give some idea of how the Saturn version of Tank will develop. While the basic strategy and shoot 'em up elements of Tank will remain, three new scenarios will be introduced across the remainder of the 24 missions. You'll trundle through forest, Arctic tundra and desert wastes seeking to fulfil each mission. Stop to admire the scenery. Or demolish whole suburbs of listed buildings for no apparent reason. The choice is yours.



Landscapes leave some little puzzle-shaped experiences. Be careful – you don't get much of a view.

Crime Wars



Road rage drivers narking you off?
Then destroy them all with your guns!

PUBLISHER	GAME STYLE	RELEASE DATE
Sega	Third Person	September
GENRE	All-new crime game which is a bit like Mad Max.	
THE A-HA MOMENT	More freedom with big guns. And a free-form environment instead of tracks. And a split-screen two-player mode.	



It is the FUTURE again. And, as we've all come to expect these days, law enforcement has been privatised. Yeah yeah, tell us something we can't predict. Anyway, as you'll probably no doubt have had drilled into your head a thousand times, Western society is on the brink of collapse, with gangs of heavily armed bandits crisscrossing the streets in their cars and thieving and killing everyone. Well that's a surprise then. So, right, as usual the fore-sighted elders of THE FUTURE decide that the best way to clamp down on this sort of behaviour is to offer people a cash reward for blowing each other up.



omplete without blowing a few eggs – or a souffe for that matter – and the other drivers occupying your road space look like they've just popped out of a choker. If your pursuit is impeded by slow coach commuters, no one's going to stop you from blasting them (although you are penalised precious cash).

Whilst the sounds like lots of fun, just patrolling the same avenues and alleyways the whole time could get a mite boring. For this reason, the programmers have programmed loads of different environments to cruise through, from business districts to beach fronts. Each of these have their own look and hazards, along with differing road layouts. As if this isn't enough, you're also given the opportunity to drive numerous different vehicles, from dune buggies and sports cars all the way up to ostentatious road rollers. Money earned by killing everything is put to good use repairing your own damage and buying up all new weapons and other toys so you can customise your motor like any God-fearing hot racer.

All the moment, only two of Crime Wars's eight planned levels are finished to a playable degree, but from what we've seen it looks like there's a lot of spawny, defying car smash-pity waiting in the wings. The graphics are neat and detailed and the controls are simple, as this kind of game requires whilst still being comprehensive. Don't hope to have the finished article rolling out next month, when we'll be laying our greedy paws on it for a review. Don't cross the road without it.

“ Patrol the streets of Carcasville, keeping it safe for little children by loosing off thousands of high explosive rockets all over the shop.. ”

ignious. That'll slash the murder rate of the cities, I'm sure. Anyway, as a public spirited citizen you've cast as the pilot of an armoured death vehicle patrolling the streets of Carcasville keeping it safe for little children by loosing off thousands of high explosive rockets all over the shop.

Of course, there has to be some way to tell the cops blowing everyone up just because they've got shifty eyes. No, you have to wait until your

Central tells you there's a grip on the loose, then follow the directions given by the whacking great arrow sitting above your head to their location. THEN you can blow them up. But hey, you can't make an





SHORT CUT

Being a hard-driving operative of the law you're licensed to drive and not just people about C roads looking at the trees, oh no you're licensed to rig your tyres over any surface you like at which ever speed takes your fancy Short cuts across garden pavements through shopping malls and over other cars are commonplace. Just be very careful chiding anyone up a railway track - there could be a train bearing down in the opposite direction.

OPEN HIS HEAD! TAKE THE MONEY!

Money makes the world go around, the world go around, the world go around or so they say. Mind you they say that in the world's most annoying song, so quite handy who cares? Well drivers in Crime Wars certainly care, because the whole point of the game is to accumulate loads of the stuff. Enough to escape these mean streets and go kill a better class of person. Each lawbreaker you nab nets a differing quantity of cash, cash which may then be spent doing up your banger to improve your performance, or saved up. Saving cash might sound like the preserve of old ladies, but you'll need to learn this tricky skill, as you can only move on to the next level when you have sufficient wonga.



This kinda probably thinks he's really hard driving around with all his gear, shooting at everyone. Well if he was that hard, he wouldn't be driving a shiny pink one, that's all I can say.



The red squiggly thing in the top right of the screen in your RTM map thing, it shows how the streets in the console actually connect together. How nice.



After blowing things up you've given the opportunity to rob the state-of-the-art casino for yourself. This is a good way of increasing your arsenal without spending money. Although if you're in a tank you shouldn't have to worry, really.



THE CAR NOW A-RIVALLING

With killing wrongdoers being such a lucrative pastime, it's hardly surprising to discover that you're not the only maximal material on the road. And crime wars or no crime wars, there just aren't enough miscreants to go round. Every so often, you'll find another vigilante cutting it on your action indicated subtly by a flashing great RTM sign and an arrow above their head. Shoot these guys too, or they'll steal your kills.



That red arrow indicates that this is a man to shoot, or girl.



HIGHWAY 2000

PUBLISHER	GAME STYLE	RELEASE DATE
3M	Driving	September
Platform	Single title	
HOW & WHY TO BUY	Buyers bet, trying to pick up a date at the same time	

Impress the babes by driving really fast!

The title Highway 2000 might make you suspicious. It sounds like one of those cheap-as-a-buck highway races that was a straight-to-video rip-off of Mad Max - lots of desert roads, cars with spikes in the wheels, and the usual assortment of laughably bad acting. Fortunately you can rest easy on that front because Highway 2000 is actually set around ordinary urban racing circuits designed to test the driving skills of those with a penchant for speed.

“The emphasis is simply on tearing around at top speed, making use of some power-sliding on the bends and pedal-down acceleration on the straights.”

There are five circuits to choose from in all, and three different sporty cars to pick from. Each of the circuits provides the usual range of straight, hairpin turns and the odd chicane, and the emphasis is simply on tearing around at top speed - making use of some power-sliding on the bends and pedal-down

acceleration on the straights. Players can either race in time trial on their own to familiarise themselves with the track or in competition against another racer who gets a head start to make things all the more difficult for you.



It's an competition mode that Highway 2000's novelty feature pops up and that's when you're choosing your navigator. It's actually more bizarre than it sounds because each of the ten navigators is a seductive babe who doesn't really navigate at all - steering instead to bestow praise or spit insults depending on how well you're doing.

Highway 2000 might look familiar to a few people that's because it's based on a racing game released some time ago in Japan called Dead Heat. The urban style backdrop means it shares something in common with Daytona and the PlayStation racer Ridge Racer, although just whether it measures up to these in the gameplay is something we've yet to discover.

Apart from the babe novelty, Highway 2000 doesn't look like pulling any surprises. But, as we tend to say in the great gaming world, you just can't tell until there's a before Mag review in the bag. And there won't be one until next month so you'll have to hang on to your hand brakes until then.



Just when this racing is supposed to be taking place is anyone's guess. In the background I can make out the Golden Gate Bridge, Sydney Harbour and Stonehenge among other things. Unfortunately there isn't much time to enjoy the scenery while trying to take a head at 200 kph. So keep your eyes on the road and not off the scenery, and your seatbelt as well!



There are a total of three cars to choose from in Highway 2000. They are all quite nice, considerably enough, and less hard on the eyes like Mad Max.





JUST THE TWO OF US

As is pretty standard with Saturn racers these days, Highway 2000 includes a split-screen mode so two players can compete against each other. Races in two-player mode are one off events and aren't incorporated into tournament mode. Still, at least this means your real life opponent doesn't get a head start, as is the case when playing the computer.



Highway 2000 features the all-important split-screen two-player mode. Unfortunately, the babes don't tend to get involved when you're racing a rival so there's little opportunity to show each other muscles and be validated by your socially astute navigator. But the good thing about two-player mode is that, unlike the computer opponents, your adversary doesn't get a headstart.

DRIVE LIKE A MAN!

It's Highway 2000's somewhat dubious 'babe' feature that tends to provide novelty enough to set it apart from other racing games. Essentially they are there to act as a 'navigator', although it quickly realises that such a title is more than a little egotistic. The in-car babe's main job is to either praise or praise your masculinity by flirting a bit if you do well or sneering at your inadequacies if you can't even drive in a straight line. For some bizarre reason they all show traditional driving wear in favour of bikinis and swimsuits. Originally all the babes were Japanese and all looked like air hostesses. However, for the European market, Euro-babes have taken their place. Who knows, you might even find the sweet and sexy Nicole in the passenger seat! Then again, you might get a lift!



That's right, along the 'Wind-Breaker' Highway a driver is assaulted by gustic whitebait!



There are plenty of opportunities to do a bit of power sliding when you take a bend.

Pinball Graffiti



Join in the ultimate pinball action with Pinball Graffiti. You can't miss it as a pinball fan or a graffiti fan alike...

Pinball straight from a spray can!

PUBLISHER	GAME STYLE	RELEASE DATE
SEGA	Pinball Title	September
GENESIS	The most varied table portfolio, pinball.	
32X	Pinball	



This is getting serious. Stumbling bleary eyed into the office in the morning, it's now necessary to carry a sheet on your back simply to dig through the sea of endless pinball discs that arrive by the truckload day after relentless day! But hey, it's all part of the job to good ole' PINBALL SEVEN MAGAZINE...very, I mean SEGA SATURN MAGAZINE.

Pinball Graffiti is the latest pinball sim to join this burgeoning genre, and its publishers, SEGA, are pretty confident that it's got what it takes to stay a cut above the rest. This might well be more than PE

“ The design of the tables hints at a bit of nostalgia for some old school pinball, and are apparently based on genuine tables from the misty-eyed past. ”

hot as well because there are a variety of elements in Pinball Graffiti that can claim to be truly original.

Obviously the principle mechanics of the game will be familiar to anyone who's been around long enough



to know the game pin ball in Pinball Graffiti play em get a choice of three tables

-Basketball Legend, Card Master and Circus Fantasia - each of which features some snazzy thematic touches to push the message home. Fundamentally they're all quite similar, the first two featuring base flippers only with only Circus Fantasia including additional top flippers.

Like all pinball games the emphasis is on points, accumulating more rapidly the longer you can keep the ball in play. Each table assumes its own characteristic style in trying to do this. The basketball legend table might offer up a free throw the Card Master table will give you the chance to gamble on the Fruit machine, and the Circus Fantasia uses the top flippers for a variety of sub-games. All of these bonus elements are displayed on a mock dot matrix screen to enhance the realistic experience.

The design of the tables hints at a bit of nostalgia for some old school pinball, and are apparently based on genuine tables from the misty-eyed past. Likewise the sound effects which clunk and ping with a reassuring heaviness.

Among its original features, Pinball Graffiti includes an option to view the action from inside the ball itself, as well as just behind it or from any other angle that takes your fancy. It also uses cut shots which focus in on particular parts of the table where something interesting is going on.

As far how it compares to the legions of other pinball games on the market - well, you'll just have to wait until next month pinball brethren!



(Left) This is how one of the 'keepers' looks from a balls-eye-view.

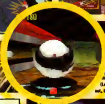


Pinball Crafter! - It's not by George Lucas you know!



VIRTUAL BALL

As strange as it may sound, Pinball Crafter lets you enjoy all the action from the perspective of the ball itself. At least you get the chance to see how it feels to be constantly battered about by bumpers and flippers. This take on the pinball genre hasn't been seen before and to some extent it's a bit of a novelty thing if you're finding the usual pinball too easy. Though, it certainly succeeds in making things much more confusing.



(Left) This, believe it or not, is your ball's ball.



Observe! The most out there screens will occasionally not like a fruit machine as the Card Master table.



The one with the titles in Pinball Crafter! From anywhere.

FROM HERE TO THERE

In addition to the virtual pinball element in Pinball Crafter, players can also choose to view the action from any perspective and angle they like. Why not zoom out until the table is practically indistinguishable, or zoom in until the flippers absorb the whole of the screen, you can even play from underneath the table looking up. OK, so these extras might not be entirely necessary but they make for a bit of fun all the same.



1991, New Orleans. The night had been long and drunk. Then, with the solar light glowing in, I was willing to spend my "Forty thousand credits." Thus I called on Six to check if my credit was good...but I gotta keep off the job, I just gotta...



TABLE FOR THREE

There is a choice of three tables in Pinball Crafter, each of them rendered in a real-life classic table. They each also feature a unique range of sound effects and music to suit the theme.

Basketball Legend: You too can be shooting hoops in this all-American experience. Using the traditional base flippers only, Basketball Legend has such bonuses as 'fast break' and 'trash talk', as well as featuring some appropriately jazzy tunes. It's also got a lovely wooden look.

Card Master: It's time to enter the casino with the Card Master table. This has some smart bonuses like the fruit machine where you rack up three of a kind to earn the points, and also a minigame which involves knocking down the card symbols to pick up extra balls.

Circus Fantastic: Circus Fantastic is the only one of the three tables to include top flippers. When you manage to get into the bonus, the top part of the table is sealed off and you can start using the flippers to rack up a huge bonus.

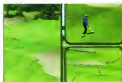


Actua Golf

Take out the lemon slacks and Argyle sweater! It's golf time



PERSONA	CLUB STYLE	WEATHER DATE
CHARM	Sports Day	PGA
STADIUM	The sport and attractive venue for corporate board meetings.	
USE A BIT LINE	British Golf, Yours Truly Golf, and golf was generally	



Few people are aware of the fact, but golf was actually invented back in the 8th century by a sect of Buddhist knight-monks. This sect claimed to be part of a direct ancestral lineage dating back to the Crusades, where a band of lost warriors eventually settled about the Tibetan mountains. The game was originally intended as a fatalistic ritual to determine the rightful routes to transcendental wisdom, the golf club representative of Christianity's solitary linear beliefs, and the golf ball symbolizing the eternal within the now. This explains why both the Dalai Lama and the Arch Bishop of Canterbury have such fine landscapes...

“ Another impressive feature in Actua Golf is the freedom to explore the landscape in its entirety with a vast range of camera options and what Gremlin have dubbed True 3D. ”

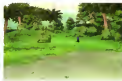
Oh alright, so maybe I just made this up, but if you found yourself faced with the prospect of trying to get someone excited about golf, you'd feel a certain need to embellish the facts a little. It's a very

exotic game you see, if you play it, you become obsessed with it, if you don't, the whole thing seems phenomenally boring. You could say just about the same for its console counterpart as well, although these have been enough golf sims floating about on the Saturn to get anyone with a penchant for the game addicted.

If you've yet to succumb, Actua Golf could be your final temptation. Created by the same team responsible for the amazing Euro '96, Actua Golf is determined to make itself the last word in golf sims. A quick glance at the screenshots should be enough to tell you that Gremlin's confidence is justified. The graphics are looking fantastic, with Gremlin making the most of their in-house motion capture studio to animate the classic golfing pose, right down to picking the ball out of the hole or coughing to line up a shot.

Another impressive feature in Actua Golf is the freedom to explore the landscape in its entirety with a vast range of camera options and what Gremlin have dubbed 'True 3D', meaning you can scrupulously check the landscape for the slightest bump or divot which might affect the travel of the ball.

Add to this the comprehensive commentary from none other than the legendary Peter Allist, and Actua Golf begins to look like a real winner. Of course, we can't tell you that for sure because we've yet to start on the meat and veg of the gameplay, but rest assured, we'll be diving our rackets and tucking in to a review next month.



A GOLFER'S LIFE

Actua Golf establishes greater depth in the game by offering you a cut-throat career and then take them through amateur and professional tournaments in an effort to improve your handicap. When your handicap is low enough, you're fit to play in the presence of the 'professionals'. Score an honour and you'll be heading back down to semi-professional alongside with the rest of the amateurs. You can maintain this for as long as you please, taking your golfer through a long and popular daily British career.



Hole 7 Par 3 138 yds
PLAYER
Shot 3



PREVIEW 

THE VOICE OF GOLF

You might not know the name Peter Allen too well, but if you've ever stopped to watch any golf coverage on the TV you couldn't fail to hear him. He's the bloke with the mature, that-throws-voice partial to a middle-England chuckle now and then, and perfect for golf commentary. He's recorded absolutely loads of comments for Actus Golf (around 1,500 samples) and because there's such variety in his vocal coverage, the effect is pretty remarkable. He even indulges in a wholesome yelp now and then, just enough to get a wrinkle out of Aunty Bees. God bless you Mr Allen!



Hole 7 Par 3 138 yds
PLAYER
Shot 3



It can be a lovely life, being a golfer. Just the club, the ball, the grass, the trees, the sound of birds twittering away, tall hills, crisp chilly...ahhhh! Fetch my medication.

Driver
Draw



If you're a particularly zealous putter, both your club and the hole will be attended by a lake which the ball is propelled along. Maybe.



5 Wood
Straight



PRACTICE



Send old River Valley Country Club. It's my favorite you know. Nothing better than a round with Major Applebeet's, Omea Fied!

Shot 1



Alonso...I love the smell of wet grass in the morning! Seeds of victory!

Par 4 119 yds
2 Iron
Draw



TWO COURSE MEAL

There are two courses in Arthur C. II - the River Valley Country Club and the Royal Glen Golf Club. We went to see whether they're real meals or not, but the bedrooms, the trees and even the fringed lakes are all expertly rendered. If you think two courses is a bit meagre, you'll be glad to hear that Greenlee plans to release course data in the future (which should be pretty cheap, seeing as it's only course data) with some of the finest courses on Earth.



Letter



Well, I'm B&B and these kinds are really leg-it wazpant!



Altogether, pardners. Here we are once again for the circus of joy we like to call the **SSM Letters Feast**. Well, we don't really. Generally it's referred to as "Bad, how you done any work yet, you lazy skiver?" around our office. But I like to call it the **SSM Letters Feast**, in my head. I'd never tell anyone else, mind you, or they'd laugh at me and say I'm crazy. Like if I told them about my secret fantasy of coming in to the office one day and finding the ehss had done all my chores and left all my work on my computer for me. That'd show them. Anyway, if you've got a secret fantasy which is linked in some way to the Saturn or its games, why don't you write in and tell me all about it. As long as it's not rude or anything. Just nice things. The address is **SUNNERSLAND MAGAZINE, SEGA SATURN MAGAZINE, FIVORY COURT, 30-32 FARRINGDON LANE, LONDON EC3R 3AU**. You may receive a prize, but don't mean if you don't.

DOESN'T PLAY AND EXCITE

DEAR SSM,

Having bought a Saturn when it first came out in August I feel a bit sorry for the quality of the games. So far I've bought about 15 games, most of which are crap, spent from W4, Euro '96, Sega Rally, which doesn't have enough tracks.

Then you've got games like *Digital Pinball*, *W4 '96* which are rubbish. Most of these games have no depth. The reason for this is that I've had a DSP, Spectrum 486, Commodore 64, Atari 512 and a Amiga 500 which I still have, the games on the Saturn are more playable than the Saturn, for example, *Sensible World of Soccer* compared to *SWA* which only has 100 Sensible and just doesn't play and excite like Sensible. It's about time Sega and the other companies realized that the game can't just look nice, it's got to play well for fun!

By the way a great mag, but the PlayStation mag has been doing every month even though this is a better mag!

Please print this letter to give my girlfriend off who hates me reading this mag.

Thank you,

Steve "Sensible King" Rowles, Worcester Abbey, Down.



Steve knows what these kids are talking around here. They should get on with the game, I reckon.

Hi. Well, yes. Although let's face it, *Sensible Soccer* is about as much like *Sensible* as *Power Rangers Zord*. It's an entertaining game, but lacks motivation to the sport and has - well - very little depth. If you want to know what's good or not, try reading the section in the back of the mag called Reviews. This is where we often offer a discourse as to the relative merits of various games. A handy percentage mark denotes their goodness. Perhaps this may help you in your next purchasing decision. Thank you.

I FOUND IT DAMN FUN

DEAR SSM,

I can't believe Sony's Sega reduced the price of the Saturn by £200 as they could compete with Sony on one basis. But well, who was the first to complete? Yes, Sony!

So what happened today? Sony makes their machine by Eric, do we hear news of allegations from Sega - not! What's wrong Sony, losing the war - ah! Why then, reason for the confusion? I don't think so.

Next point, what happened to the Wipeout conversion. I'm not saying it was OK, it's a top game. But explain this please, it was sluggish off because it has a crap frame rate, low res graphics and crap backgrounds on the skirts. OK this, but the game was much faster than the original version and I found it damn fun to play because of this, and as for the skirts, damn! Crap backgrounds, but well - only on the outside of the craft. Go inside and we're treated to a transparent effect that doesn't obscure the view. Why couldn't this effect have been used on the visible view? Sluggish programming perhaps.

Chick Rowland, Dundee, Scotland.

I can't believe capitalist market socialism! God, Sony are allowed to compete with Sega on even terms! It's disgraceful! That's the way the world works, I'm sorry to say, and if Sony want to make their machine cheap they can. Although it certainly has more to do with making enough than concern for the customer. Encouraging your Wipeout conversion - yes and so! The Saturn is great with foreground and background transparency, but quite horrendously takes a lot more work. So you they could have had perfect skirts, but it's not really slippy programming because it would have taken ages. Hopefully this process will be simplified soon.

DO YOUR BEST TO MAKE IT HAPPEN

DEAR SSM,

In issue 8 you showed a Stop Press about the new Daytona. I have a couple of suggestions to make about the review.

I why don't the makers of it make it on a cartridge so that the cart and the original CD would run at the same time. Daytona Original owners could just purchase the cart and use it with the CD. I think this would be a good idea as Sega could package the cart as its own for £25, and by that time the original would be pretty cheap.

Another package could be made consisting of cart and CD for PlayStation owners who have never experienced Daytona on the Saturn. I guess for £1, people with the original already are hardly going to rush out and buy another copy of the CD version.

As if this happens I think it should be called Daytona Cart.

Please give these ideas a thought and maybe bill the developers. I for was would definitely buy the cartridge if it meant two players, extra career and better than Sega Rally. Please do your best to make it happen because then I'll really be able to laugh and scream to the PlayStation owners! Good!

Warm wishes,

Mal, Penryn.

PS. Why don't you duplicate out or a half page to PlayStation reviewers on the Saturn as the Saturn kills the PlayStation's one.

Well, that's not a bad idea, but the new Daytona isn't a race. It's a completely new version of the game, and that would never be compatible with the original carts. Maybe other games could utilize this, but really not Daytona. Sorry.

MY SAD BROTHER AND I

DEAR SSM,

I am writing to say that your mag is pathic. Also to tell you a few ideas for the title of the next Daytona.

Daytona Spinology

Daytona Daytona - So Good They Named It Twice.

Daytona Good! Rally

One last thing, my sad brother and I always argue about what's better for

Q & A

if your games skills are vulgar, if you play like a fish, worry nish, here's a man with a surname in Polish! That's right, good ole' Sega-surfed Mark Maslowicz is back once more, answering your questions with the same mixture of genius and arrogance that marks his inimitable style. If you've got any queries currently hurtingling you towards insanity, send them to A-QK Q & A, SEGA SATURN MAGAZINE, 30-32 PRIORY COURT, FARRINGDON LANE, LONDON, EC1R 3AU.

A FLUTTER ON THE NAGS

Dear Sega Saturn Magazine,

Please answer these questions for me

- 1 Will the horse racing game The Winning Post 3D be released in the UK?
- 2 Are there any more horse racing games coming out in the Saturn?
- 3 Do you think US Gold will bring out Beach Head and Bad Darr Mission to the Saturn from the Commodore 64?
- 4 How much longer will we have to wait for Sewell 3D?
- 5 Will Command and Conquer be out by Christmas?
- 6 When can we expect to see the next demo CD?

Samuel Burke, Belfast

- 1 Unlikely as no publisher has signed it up yet. 2 In Japan, yes, but here, who knows? 3 Probably not. 4 There's a showcase in this issue so not long, I fear. 5 The next issue!



Bad Darr goes and their heads, and their heads and their guns, in your head. Day are fighting, apparently.

DON'T KNOW MUCH ABOUT...

Dear SIM,

- I am in a boring history lesson, so here are some quiz boxes for your amazing mag to answer
- 1 I should have saved enough cash by the end of the month to buy a Saturn and five or six games. Could you please list the following in order of best to worst: Bug! Virtua Fighter 2, Sega Rally, Mortal Kombat 3, Cox.
 - 2 Where are Sega bringing out a new game console and when will it be?
 - 3 Is the price of the Saturn likely to drop again?
 - 4 Is it worth getting the M-Pig cartridge?
 - 5 Where is Bug! being sold and what how much will it cost?
 - 6 Do you have a spare M3 you can loan about the offer?
 - 7 Do you know where I could get an M3 which isn't from?

Mr Forget Name, Unknown Addressline

- 1 Virta, Sega Rally, M3, Bug, Cox. 2 Not for a long time. 3 No. 4 Depends on whether you want to watch films, 5 Christmas or there about. No price yet. 6

No you cheeky thing! 3-CVG.

PLAYSTATION INFILTRATION

I have a few questions for your great mag and I was wondering if you could answer them for me

- 1 What's the difference between Sega and SegaSat? Are they the same or a branched off company or what?
- 2 My Playstation loving mate reckons that in one of his mag mags it says that SegaSoft own 50% of Sega Enterprises and that they are developing games for the PlayStation. Is this true and if so, why the hell bother?
- 3 Won't M3 be a bit of a task to programme on the Saturn if they didn't manage the 3D effects in VF like Shum bridge.
- 4 The M3 games are built Mystara won't load and on V10 I can't choose help twice because it crashes. I've lost the receipts so what should I do?
- 5 Why don't you have live attacks on other games like beat em ups because I'm sure there are loads of people like me who are crap at driving games?
- 6 What the hell have Namco done with their Sega license?

Darren Hay, Kingsbury, Tottenham

- 1 SegaSoft is partly owned by Sega. 2 No, it's the other way round and it's confused the magazine. 3 It'll be tough but AMs are using new programming techniques. 4 Call Sega Consumer Services on 0800-010-010. 5 There's the breaks. 6 Wouldn't we like to know.

ADD-ON, ADD-ON, ADD-ON

Dear SIM,

- Could you please answer these questions of mine
- 1 Will the Saturn modders be getting a printer type add-on?
 - 2 Is there any chance of a Saturn Mark 3 being released in the UK?
 - 3 Will Sega be making a Saturn 2 (not Mark 4) like Sony are for the Playstation? If so will it be an add-on, will it be compatible with the current Saturn library when it is released and what will the cost be?
 - 4 How will the Saturn be able to compete with the graphically superior Nintendo 64?

David Maddell, Isle of Man

- 1 It's possible. 2 Yes, but it'll still be black so you probably won't notice. 3 It's early to think about that. 4 With great games of course!

WE ARE GOOD!!

Dear Saturn Magazine,

Please answer my questions as I have read Sega Mag and Saturn Mag since the very beginning and I'm a first

time writer. The SIM crew are gods etc etc:

- 1 Virtua Fighter 6: would it be possible for AMs to use the background of VF3 and just use the sprites of Virtua Fighter 6's?
- 2 Which game do you think I should get out of Road Rash. Discover! Ultimate M3 and Guardian Heroes?
- 3 The thinking of getting a modem for my Saturn when it comes out. So can you please tell me which games will come out on it?
- 4 Any news on the Sega channel?

David Busben, Village Park, Lower Heyford

- 1 Possible but that's not what they've done. 2 Guardian heroes. 3 No announcement as yet but you won't be disappointed. 4 Currently for Magazine only.

KENNETH WILLIAMS WRITES...

OOOHH SIM,

- I have recently just had a Sega Saturn which is brill and would like these questions answered to brighten my horizon
- 1 On Sega Rally is there a secret Toyota car? If so, how do I get it?
 - 2 Will there be any 1600 smoocher or pool games like Virtual Smoocher Pool on the Saturn?
 - 3 When Duke Nukem 3D and Doom come out, which is expected to be better?
 - 4 I read in a mag that the Saturn has a random sound but where do you plug in the speakers?
 - 5 A friend of mine said that Sony were licensing Sega games like Virtua Cop, and Sega in turn would get games like Ridge Racer. Is this true or is he talking?

Joe Petter, Aontarowan, N. Ireland

- 1 No, the Lancia Thesis is the secret car. 2 Possibly. 3 Probably Duke Nukem 3D. 4 You'll need to get an Air head. 5 Well, um, you hear?



No patient children - Duke Nukem will be arriving on the Saturn, but you can still thrill yourself with RidgeRacer!



The walls aren't just for decoration. By smacking your opponent into them you open up a huge range of potential combination attacks. In fact demonstration shows.



Conely (named Heavy in Japan) is one of the fighters who has a damaging before attack!

A show-up shot of Saitama.com crewer doing his victory pose.



PICKY The skateboard warrior of Arm Stone City, Picky is the fastest and indeed youngest character in the Fighting Vipers roster. Picky's skateboard is like an extension of his body when used in his incredible fighting style.

NO ONE

LET THE ACTION BEGIN!

Barely a month ago, we only just checked out the first screenshots of the forthcoming (and utterly amazing looking) Saturn translation of Fighting Vipers! This month, we've not only gone and played a 70% complete version of the game. And guess what? It's bloody incredible, showcasing the Saturn's brilliant 3D capabilities in ways you would not have seen before.

If you thought Virtua Fighter 2 was a revolution when compared to Virtua Fighter 1, you just won't quite believe what AM2 have achieved with Fighting Vipers. VF2 was an amazing conversion, but it was lacking in the old light shading and textured shading departments, giving the fighters a (very) slight artificial look about their 'Wa!'. All of this has changed for Fighting Vipers.

All of the new enhancements to the Fighting Vipers engine can be attributed to the new developments to emanate from AM2 Research's top secret lab. In bringing Virtua Fighter 2 and Virtua Cop to the Saturn, this elite wing of AM2 created the SGL - the Sega Graphics Library - a suite of super-fast graphical routines designed to bring out the best from the Saturn. Since then AM2 Research have been hard at work creating SGL 2-1.

This new system is what really brings Fighting Vipers to life. The 3D power has been significantly enhanced, allowing for the processing of more polygons as well as the lighting we mentioned earlier. The new power of the 3D system allows Fighting Vipers to have pseudo-3D backgrounds - the destructible walls from the one-up are fully 3D and look stunning. So, from a technical standpoint, Fighting Vipers is a real tour-de-force, taking VF2 and improving on it as only AM2 can.

So... you're looking at the screenshots and you're wondering "just how is this any different to VF2 then?". Of course, the fact that the ring is enclosed is a major factor (see the box-out on

these pages) for the full gen), so there are no more ring-outs. Like the original Virtua Fighter, there are eight characters along with a single boss (the enigmatic 3-Miller) with around 2,000 different moves included in the game. This is around the same level as Virtua Fighter 2.

You truly appreciate just how different this game is when you watch it play. For a start, it's a lot faster and much, much more brutal.

Whereas VF2 was a carefully gauged combat game coasting more on realism, Vipers is more of a down-and-dirty slug fest. The other major difference is that Vipers has lost just about all of the Eastern influence prevalent in the VF series. This game was developed by AM2 to capitalise more on the western audience, hence the American-style setting of "Arm Stone City" and the more freeform styles of martial arts seen in the game.



Fighting Vipers is only at the 60% complete stage of the event. This feature has pictures from two versions of the game, been chosen being absent from one shot.



SHOWCASE



The violence in Fighting Vipers is far more pronounced than Virtua Fighter 2, but rather than concentrate on gore (as in the feature film days), AM2 have gone for making the feeling of the hits and the resultant sound effects a lot more noisy. We also get what would be described as impact "mistake" (ahem).



SANMAN The heavy-hitter of the fighting vipers, Sanman is obsessed with the number three (San is Japanese for said number). Possessed of powerful throws and staggeringly brutal offensive attacks, Sanman is a powerhouse - sound only in power to him.



CANDY This hitme fighter wears a light firing rubber costume that turns her into a rampaging fighting lunatic. Like Gaze, she has been designed to appeal to the less demanding fighting game fan - she's fast and easy to learn.

ARMOUR KING

Armour is one of the most noted additions to the successful AM2 3D fighting game and it's used brilliantly in Fighting Vipers. Rather than being just decorative, the armour is used to deflect some damage from your opponents' attacks. Power moves are used to break down the armour and there are three "layers" of protection you can break down. Each time the protective gear is breached, the player is treated to a brilliant triple-replay showing the power move being used from various camera angles. This effect is also in VF Kidz, but the overall effect is far more satisfying in Fighting Vipers.





Look at the lighting...



...It's brilliant!

INTRODUCING SGL 2-1

So how does all of this new 3D trickery come about then? Fighting Vipers is only possible due to the hard labour from AM2 Research. Since the days of Virtua Fighter 2, AM2 have discovered even more graphical trickery inside the Saturn. Top of the list of new developments is light sourcing. The new SGL can dynamically alter the lighting on the polygons of the fighters, shading each polygon differently according to where the Saturn places the artificial light sourcing. A general overhead lighting (presumably from the Sun, as this level has an excellent sunset effect) is evident in Saevaya's stage, whereas Grace's night-time stage is lit from below. The effect is stunning, adding plenty of extra realism.

This dynamic lighting is also evident in Taken 2, but Fighting Vipers goes one better by incorporating gouraud shading. Whereas the Namco title features very polygonal characters, AM2's game changes the colour on each polygon, merging them together to give a more organic look. This is a very time-consuming task for the Saturn - in fact, the coin-op original doesn't feature this type of shading. However, the Saturn's characters feature far less polygons than the arcade, with the shading making up for a lot of the lost polygons.

Considering that the Saturn is doing so much more extra work, you'd think that the speed is lower than Virtua Fighter 2. Not so - Fighting Vipers runs at the same speed as VF2 (50 frames a second), equalling the coin-op, with the only slight compromise being that the super-high resolution of VF2 hasn't been retained. Still, look at the screenshots - have you really got any complaints?

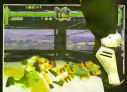


THE BACKGROUND STORY

The major compromise in bringing VF2 to the Saturn regarded the backgrounds. Gone were the incredible 3D buildings - in case some parallel scrolling and scaling to improve the sense of depth. Well, the story is much the same with Fighting Vipers, although the scaling has been improved immensely and there are some very small true 3D activities occurring to give the stages more depth. An example of this is the runway on Akira's brilliant airport stage (the runway is in full 3D). To be honest, the compromise isn't pronounced in Fighting Vipers because the immediate background (the surrounds of the ring) are in full 3D.



JANE AM2 have cleverly modelled this character on Vasquez from James Cameron's Alien film and indeed she is a failed marine in the official Fighting Vipers history. A punch-based character, she has been likened to Akira in terms of sheer power.





FINISHING IN FULL EFFECT

Fighting Vipers is rife with its own super-original brand of finishing techniques. Each character has a range of powerful offensive strikes and counter-moves (mostly used for disabling the opponent's armor). Completely drain your foe's energy bar with one of these moves and they're sent flying across the ring, smashing their way through the air-rings. Unless your move accidentally scoops them over the ring's. Each ring has its own type of armor. The best air-unlockable the wily fighters - as well as demolishing them, you also witness the amusing spectacle of your opponent rebounding around the ring at incredible speeds! This is topped only by the awesome return of the skyscraper glass elevator stage. Smashes through the armor and your vanquished opponent drops all of the way down in a most satisfying conclusion to the bout. Not another reason why Fighting Vipers is ace.



Bahn's dishing shoulder charge has been adopted by Baku (shown). If his opponent has an armor, it drains 50% of its energy bar!



Baku is the combination king! Generating his opponent against the bars, he's unstoppable!



BAHN A character who has forged his own incredible freestyle fighting technique by studying the world's most powerful fighters including VP's Akira Yaku. Difficult to get to grips with initially, but most rewarding if you spend enough effort on him.



NO MORE RING-OUTS!

Fighting Vipers has a ring system similar to Virtua Fighter 3, only it's impossible to score a ring out... Although the fighting action is similarly enclosed, it's possible to smash opponents into the sides of the ring. Depending on the stage, you're also able to "bounce" foes off the wall and follow up with a combination. Indeed, throws in Fighting Vipers usually involve grabbing hold of your opponent and sending them hurtling towards the side of the ring. You can then pounce into your opponent with a bewilderingly powerful combo strike.

What happens when a fighter collides with the side depends on the stage. Solid concrete walls are found in some stages, whereas the more common method of enclosure is wire fences. The addition of ring boundaries also increases the capacity for new techniques. Fighting Vipers features a myriad of moves that can only be activated when near to the boundary. For example, Fluky and Jase can actually climb up it and jump down on their foes. It's clear that the enclosed ring in Fighting Vipers is a key addition to the Sega fighting formula, and the more eagle-eyed among you may have noticed that Virtua Fighter 3 uses a similar system on some of its stages. In Lau's new stage he can use the wall to clamber over his opponent's head...



TOKIO Kind of like a mixture between VP's Lau Chan and Tekket 2's Tai Wulong - very similar to Jackie Chan. This re-gearing member specialises in spectacular kicks and stunning combination strikes. A very flashy character that can demolish the slower fighters.



Grace's recovery speed whilst dodged is second to none. Here we see her just about to dodge out of the way of Raxel's power.



GRACE The roller-skating combination queen. Fast on her legs and nights with a devastating array of kicks, Grace is definitely a good fighter for remedial players, simply because she's so fast and attacks at multiple levels with ease.



Raxel's power-move causes him flying towards the edge of the ring.



Raxel initiates counter with one of a number of momentum kicks.



Raxel dodges out of the way so Grace starts off a damaging power attack.

RAXEL Raxel's as much into rock music as he is into bone-crunching violence and he goes no further in a blood-soaked warpool! This guy is very similar in terms of speed as he techniques to Wh's Rocky Bryant, although his throws are far more spectacular.





A funky logo and logo for games that are nearly 40 years old. Still it looks nice though.



RETRO



SPACE HARRIER

This is the first game to be completed and we can honestly say that it is entirely indistinguishable from the arcade original (the 32X version had better resolution and sound). The objective is simply to race along the surrealistic landscapes blasting everything in sight until you face down a boss. Extra excitement is gleaned from the bonus stage where you jump atop a dragon and smash down everything in sight with its serpentine form. This is quite an uncanny conversion (as you would expect from a machine as powerful as the Saturn), and despite its simplicity, Space Harrier still has a certain kind of appeal. Some might argue that a title that's 12 years old has no place on the Saturn, but if the price is right Space Harrier could certainly supply plenty of cheap thrills.

Nostalgia eh? Well, it ain't what it used to be, that's for sure. It seems that everyone is releasing their decade-old games onto the new super-consoles and Sega are no exception with their **Sega Ages collection**. Three titles are being prepped for release... and here they are.

Twelve years ago, Sega were the revolutionary force in arcade gaming - just as they are today in actual fact. In those heady days, the concept of polygons was a bit beyond the technology of the day and indeed Sega (with their newly established AM division) concentrated on shrinking and expanding sprites to provide top-end 3D gaming. Along with the old AMs (designers of arcade cabinets), they introduced the world to hydraulic cabinets loyal to the action on screen. Even *Space Harrier* leaned right, so old the entire sit-down cabinet you were surrounded by. Brilliant.

Space Harrier was superseded by a succession of hits for the arcades which Sega are bringing to Saturn in the form of the new Sega Ages brand. It isn't known what Sega Europe's plans for the games are - super-budget individual releases are a possibility, as is getting all three on one CD for £40! We'll let you know what happens...



Space Harrier has all of the turbo-coasting of the side-scroller and more at its name speed too. Brilliant.



BLAST!

AFTERBURNER

This game is due to be released in Japan in August and at the time of writing (end of July), the game is all but complete. Sega's conversion team are in the process of bug-testing their conversion and adding the brilliant music that distinguished the coin-op original. We've played the game and can confirm that Sega's technicians have done something of an incredible job in converting the game across. Everything has been included, from the stunningly smooth sprite-scaling to the mini-cameos of the Outrun Ferrari and the Super Hang-On bike - as you can see from one of the Saturn screenshots on these pages!

Again, like Space Harrier it really wouldn't be worth buying if it was a normal Saturn release, but at a budget price or as part of a compilation it would be good value



The ZX Spectrum version was pretty slow, but when it came to buzzing the postcard towns and city, detail was pretty sparse. Not so in the Saturn version of Afterburner!



OUTRUN

The most celebrated of the Super Scaler coin-ops, Outrun is the Sega Ages game furthest from completion (it's not due in Japan until September). We've had the chance to check out the Alpha first-playable work-in-progress game and came away very impressed with the game as it stands. At the moment it isn't quite as close a conversion as the other two, but we can confirm that all of the stages have been included and there is no multi-loading. Despite the fact that every level has a choice of two routes through, we can report that the entire coin-up is loaded in one go. The CD is used for the music only - this is coin-op perfect and despite the fact it's a decade old, it's still the best computer music ever! Outrun is no Sega Rally Championship, but the gameplay is as good now as it was in 1986 and the game has a style and atmosphere to it that is very hard to beat. In fact, it's much better than a lot of the new Saturn releases. This is the Sega Ages title we're really looking forward to and we'll have a larger report in the next issue of SEGA SATURN MAGAZINE



SEGA AGES: A TRADITION OF REVOLUTION!

SPACE HARRIER

Remember all those first-time-throughs? Well, you can now, using the patented Sega Super Scaler technology. Incredible for the time (1984), it was still playing on GBAs and Dreamcast at the time.

OUTRUN

More spin-offs, volumes and incredible legacy. Outrun was the premiere driving game of the time - and also the most expensive! Despite the cost, Sega still shifted over 10,000 machines worldwide. An anti-war classic.

AFTERBURNER

Another classic about the exciting aerial war. Afterburner was a massive hit. Based in so small part on the sales of a certain Tom Cruise in Top Gun, the hydraulic action was the most advanced jet, with both pilot and gun elevated. Brilliant aerial fun, although the actual game concept was more limited than Top Gun.

POWER DRIFT

Sega were looking for a new way of harnessing designers' AAA skills and AAA team members (see the text!). Power Drift was selected with a budget, along with some Japanese publisher - Sega money. A conversion of this has never been attempted by Sega - surely they'll convert this brilliant game to Saturn!

G-LOC

Outrun was a game of speed, speed and excitement. This brutal expert featured superior graphics but worse gameplay and control. This game is notable in that it was the first to feature a pre-game (in conjunction with sports). Yes it was rubbish but without it they would have lost on the Saturn!

RAD MOBILE

Sega's first of 3D conversion with more strategic levels and Red Bull logos (from the AAA license) was the unadmitted forerunner to Urban Racing. Sports and pre-game were used, but the actual game itself failed to excite.



Pillow Talk

An Interview With Team Sonic



NIGHTS is due to appear in the shops any day now and it's probably the best Sega Saturn game in existence! Eager to learn more about this stunning product, we visited Sega of Japan's headquarters to converse at length with the legendary Yuji Naka and Naoto Ohshima, two key personnel in the Sonic Team responsible for the creation of this stunningly original and enjoyable action game.



SSM Where did the NIGHTS project begin?

SONIC TEAM The project started last year from the first of April. That was when the real work of creating the program began. A little before that we were studying about the Sega Saturn and doing some other things. The total development period was about one year and three months in total. In fact we only finished NIGHTS three weeks ago.



SSM What was your original idea behind the game?

SONIC TEAM In the very beginning we decided on flying. That was the very first thing. The initial concept was that clearing the sky like a mine sweeper would have a great feeling. Turning around two or three times. We attached a great deal of importance to the original concept plan.

NIGHTS show aerials: potential means that the game has a vast amount of playability. It's a revolutionary idea genre!



SSM Why did you decide not to develop a Sonic the Hedgehog game for the Saturn?

SONIC TEAM Basically, with regard to Sonic, we've been involved in



The Sonic Team created their own multi-controller to improve the NIGHTS experience still further - Sega Europe are selling the game plus controller for £29.99.

"We've been involved with the Sonic series for nearly four or five years... We wanted to recharge our ideas, gather them together and evolve beyond Sonic and create something different."



the Sonic series for nearly four or five years. We felt that it was about time to create something different. In addition, we wanted to recharge our ideas, gather them together and evolve beyond Sonic and create something different.

SSM The Saturn has been available since November 1994 and yet only now have we seen a Saturn title from the Sonic Team - why was this?

SONIC TEAM All sorts of reasons. Especially as this was our first time to work on the Saturn we wanted to combine our study of the Saturn with a little time spent creating a game. That's how the development started. Well, the Saturn is an amazingly interesting piece of hardware and so people just kept joining the team and so the result was that it took as long as it did. In the beginning we intended to spend a much smaller period of time developing for our study but, it just kept on going.

SSM Why did you choose the NIGHTS character? Are you tired of Sonic?

SONIC TEAM It's not that we've grown tired of Sonic. Even when it's not the game, in Japan at least there are also the Sonic cartoons, the character goods and the editorial supervision work as well. Without a break Sonic is always appearing. So it's definitely not the fact that we're bored of him. Rather, we haven't just got Sonic, we've got a whole line of characters waiting to appear. We felt it was about time to release NIGHTS. We've still got lots of characters left. The first to come out was Sonic and then next was NIGHTS.

SSM Do you think NIGHTS will be bigger than Sonic?

SONIC TEAM The first time you see NIGHTS he looks a little slender. Sonic, with his own special significance, has a unique impression but as people become familiar with NIGHTS, I hope that the portion of him they dislike at first they will eventually come to like.

SSM What exactly is NIGHTS?

SONIC TEAM NIGHTS is another you within your self. It is a living thing that lies in your dreams. Therefore he's neither a man or a woman. He's a little frightening but, he always has a cute face. He's that kind of character. He's a hero who will help anyone in the world we live in. In this time Elliot and Claire, who because they can't summon up the courage to face their fears are set upon by nightmares in their dreams. He's a hero who calls in the hearts of everyone.

SSM Please tell us a little about the Sonic Team. How large is the team and how many people are





responsible for graphics, programming, design, music etcetera?

SONIC TEAM The members are a secret, but, if you read the staff roll at the end of the game I'm sure you can work it out. In the beginning it was around seven people. That's not much different from when we did Sonic. Towards the end it became around 20 to 30 people. That's right at the very end.

SNM What difficulties were there from a technical standpoint and how did you overcome them in the initial stages of the project?

SONIC TEAM There were various difficulties but, we received a lot of technical advice from people already developing on the Saturn. While we were working on using the SGX, we included this in and so we were able to overcome the early stages.

SNM How long did the design work take?

SONIC TEAM Ages! In order to incorporate the original concept plan it's taken about two years from the start of the very first character. It's probably because Sonic is our major rival that in order to create characters that could beat him we spent so long in reality. Sonic is also our own creation but, we let go and distanced ourselves from him which in time has allowed us to grow. To surpass Sonic was no easy task but for us this was the most challenging aspect. That's not to say that Sonic is over and done with and from now on it's NIGHTS instead. It had always been our aim to create both characters so that NIGHTS and Sonic could stand together should the need arise.

SNM How did you go about designing the major characters in NIGHTS and what influenced their design?

SONIC TEAM In order that NIGHTS would be liked by children from all over the world we did various research in Japan, America and



England. The results of which are all reflected in NIGHTS. The NIGHTS characters aren't the type where on first seeing them you immediately like them but, if you try to use them and watch them moving then you can respond to their behaviour and mannerisms and you can come to like them. Probably no one will remember now but, nobody liked the Sonic

"To surpass Sonic was no easy task but for us this was the most challenging aspect. That's not to say that Sonic is over and done with... it had always been our intention to create both characters."



character when they first saw it. Of course now every body likes him but it wasn't sudden it took a long time. Maybe also even Mickey Mouse in the beginning people thought, "What's this?" but they watched him moving and gradually they came to like him. The situation with the Piggybackies is that they can't convey this image to the people so it can't



be appreciated. Really I want people to see the characters moving.

SNM The range of levels in NIGHTS is incredible. What kind of design process did you use to create these worlds?

SONIC TEAM When we started the process of choosing the dreams for NIGHTS we wanted to put various realities into the NIGHTS worlds. In the beginning you can't approach the base of the rainbow bridge. That's NIGHTS world. When the bridge is formed NIGHTS can move freely from one place to another. When that happened we wanted the children to think "Wow! NIGHTS is here! 'He can fly!'". In the beginning that's what we wanted to create. Were creating games for children from every country.



Not every child from every country has seen a rainbow. There are those who have never seen a rainbow. In a rainbow reality does not exist. Instead there's something more fantastic and somewhat

familiar and yet it's a world we don't really understand. However there is some kind of reality (even though nobody understands a ray one child's dreams to oneself) ones dreams have an amazing reality in the morning when you wake up you have a faint idea but you're not quite sure. In other words a dream is an incredibly interesting place for the various staff started to research into dreams, dream interpretation and depth psychology theories and studied other various things as well. Really, if you look deep into the world of dreams it is truly interesting. And it's because we kept investigating more and more that the range and depth of the dream worlds is as wide as it is. However, the user doesn't have to be especially aware of this. The players themselves without realising can experience this dream like sensation flowing through the background of the game. By incorporating ideas from depth psychology-whichever design method we used, the dream worlds were created to be overflowing with reality so





SSM In what ways does NIGHTS make use of the Saturn's capabilities where other games do not?

SONIC TEAM That's difficult. On all the various publicity occasions there have been, we haven't said much about the 3D routines, the computer graphics or NIGHTS technical ability. We don't really want to talk about this point to sell the game. We created the game in order to express the reality of the dream worlds. It's the way in which we have been able to express this, that we have succeeded in doing. If in doing so we used polygons so be it. No matter how we did it, the reality is that the feeling of the dream worlds is beautiful and that's sufficient. "These polygons are amazing" and that kind of thing but, that isn't what we want to talk about at all. So many of the programmers talk about how many 100's of polygons they're using. Trying to sell the game on that point but we don't want to. If you can enjoy the game worlds, if it's a wonderful feeling flying inside those worlds, if being in those worlds is fun then really if that fundamental point is enjoyable then that's sufficient. So your question was about NIGHTS' use of the Saturn's capabilities and these areas probably exist but, we're not conscious of them.

SSM It could be said that speed is the essence of the Sonic games. What aspect do you think is at the heart of NIGHTS?

SONIC TEAM Being able to fly in the sky is a great experience. Due to the great feeling of flying pursuit and also the 3D multi-controller, with which the player is really able to feel this actual sensation to an amazing degree, you are now able to fly wherever you want to go instinctively, closely your senses. I think we've created something new to one's own sensation and if everyone can experience this great feeling then that's the best point of NIGHTS.

SSM Is NIGHTS the limit of 3D on the Saturn? What further scope for improvement is there?

SONIC TEAM I don't know. The Saturn has amazing potential. Over time its power to express will increase. This is our first Sega Saturn development so of course there's room for improvement.

SSM Does NIGHTS use the Saturn's 3D power as well as its 3D capabilities? Can you give us some examples where this is used in the game?

SONIC TEAM I don't know. (laughs) I don't particularly want to talk about NIGHTS from a technical aspect. If you really want to write that kind of article that's fine with me but, writing about the feeling of the NIGHTS' worlds would be much better. The average user doesn't understand all these

SSM How would you describe the very artistic style of NIGHTS?

SONIC TEAM It's just a little bit. Sonic is in essence an American style character we think but. If you say what's at the centre of NIGHTS we'd have to say that we deliberately designed its appearance with an European and Japanese face but, that the personality is very American in nature. Also he's not a hero from the good dreams but a hero from the nightmares. In other words, there's just a little bit of a scary element to him. He's cute but, frightening. Such aspects about him such as whether he's a man or woman aren't known. He has a dual male/female character image. With that image in mind we then bring in the circus like element. The nightmare world is similar to the circus. In the darkness a single spot-light shines, creating the vividly coloured stage. This kind of element is included inside the nightmares darkness to show the beauty of the place. So with the NIGHTS character and the Nightmaren all gathered together it gives the impression of a circus group. Although NIGHTS looks a little like a jester when you find him in your dreams wonderful things happen and a new hope is born within.

SSM How long did it take to develop the 3D program routines in NIGHTS?

SONIC TEAM To continually improve the quality we were working on the 3D program throughout the entire development. However compared to our original plans it didn't really take up that much time. For the most part we used the SGL routines created by Sega. We simply improved on them for this version and so we can't say that it really took all that long to do



The 3D visuals in NIGHTS are second to none. It should come as no surprise to learn that the Sonic Team reveals the system code around five times in order to get the NIGHTS experience across in all its glory!



"Being able to fly in the sky is a great experience. Due to the great feeling of flying pursuit and also the 3D multi-controller, you are now able to fly wherever you want to go instinctively, closely to your own senses."



technical points. Magazine people understand but the children who buy the games don't. Words like polygon and 3D have no meaning to the children. So even if these things aren't there it's still enjoyable. Recently these kinds of words have become commonplace and talking about pleasure and enjoyment has become less and less if magazines in reality all we're trying to do is pass on these dreams to the children with this game.

Absolutely no one understands about polygons, viewable technology, 3D speed and frame rate etcetera. More and more we feel that like movie reviews it's better to write about how interesting or enjoyable it is.

SAM What aspects of NIGHTS are you particularly happy with and why?

SONIC TEAM We've been able to have some really good staff working on this project. They all had a connection to Sonic and everyone is truly talented. Looking at the game from all sides even though I say it myself we truly believe that it's really great. Right up to the ending you want to keep playing. This time we've really created an enjoyable product. We have faith in it. It's probably not too good to keep saying one's own product is so good but this time we've had so many essential enjoyable elements incorporated into it we really think it's a fantastic game.

SAM Please tell us a little about the development of the analogue controller for the Saturn?

SONIC TEAM Actually, the development of NIGHTS started and then about six months later, summer last year, work began on the multi controller. With the digital pad there was the feeling that there was a small gap in the responsiveness between the player

and NIGHTS. In order to close this gap various controllers were tested and the result being the current design we have. Just for that matter, late there were a round 100 test versions. If you include all the different designs as well then there truly were a lot. To tell the truth we even considered creating a NIGHTS doll-shaped controller so that the user could feel even closer to NIGHTS. Various interesting ideas came out but in the end it wasn't a NIGHTS controller but a standard controller we decided to make. We spent about six months working on this.

SAM What are your final impressions of NIGHTS now that the game is complete?

SONIC TEAM To what we really first imagined we made a

good game. From our initial expectations the visual aspect and system have changed considerably. The system side was rewritten about five times. Our original concepts of the rainbow and chasing through the sky really came out well.

SAM Was everything you hoped to achieve included in the final game? Are there any aspects you didn't have time to include?

SONIC TEAM I can't say that there aren't any. Certainly there is always something somewhere. If you kept on creating everything then you'd surely spend your whole life creating so of course there are still areas which could be developed more. However, even though these areas exist this time we're still incredibly satisfied with the final game.



"We tried hard in NIGHTS... The devs we have so many essential enjoyable elements incorporated into it, we really think it's a fantastic game."

SAM What kinds of reaction have you had to NIGHTS?

SONIC TEAM We've received good appraisals. Everyone is looking forward to NIGHTS. The situation regarding advance orders is very good so our tally is again we're expecting it to be a hit.

SAM What plans are there for a sequel to NIGHTS?

SONIC TEAM I leave that to your imagination. If the user's demand for it becomes large enough then we might just do it. It hasn't even been released yet so I don't know. There aren't that many people in the Sonic team so we can't possibly complete every project available. We might do a NIGHTS or Sonic game next or maybe a different game. That's for the future. First of all now that we've finally finished NIGHTS we're all about to take a rest and go enjoy ourselves. Everyone needs to go on vacation. After that, when we all come back, we'll have various discussions and then decide what we'll do next.

SAM Is there any chance of NIGHTS appearing in the arcade or on a PC?

SONIC TEAM If there was we'd be happy but, that's only our hope. I don't think any of us have ever produced anything for the arcade. The PC is also a different area but Sega does have a PC section for that so if they have an interest in NIGHTS then there is a possibility for it to be created.

SAM What do the Sonic Team dream of?

SONIC TEAM For a period every one was having only nightmares but, recently at last NIGHTS has appeared and we can see that he is flying in the sky of our dreams. I hope he'll appear and join with our users' dreams also.

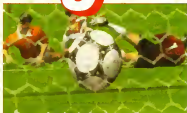


Apparently Sonic supremo Tetsuya Nomura started out on the PlayStation ending the somewhat 16-bit conversion of Capcom's brilliant 'Ghosts 'n' Goblins'. NIGHTS continues his tradition of excellence.



Escape to Victory!

Victory Goal was, let's be honest, crap. But by a **strange turn of events** it has somehow managed to **muster up a sequel**. And by an even stranger turn of events the sequel is looking pretty damn good. Renamed **Worldwide Soccer** for the European market, it could be the footy game to **rival Euro '96**. **ROB BRIGHT** queues up at the turnstiles



Euro '96 – the real thing rather than the game – gave people in England a taste of what it's like to support a team that not only wins games but wins them in style. Oh, so the Germans were victorious as usual, and they knocked England out on penalties again, but England played with a grace not seen for years and presented the fans with a feeling that most of them probably didn't know existed, a pride in how they played rather than whether they won. Scotland, unfortunately,

didn't find the right gear, but even they can look on some aspects of the tournament with a certain satisfaction, like the victory over Switzerland. All in all, it was a fine competition, and one that won't be forgotten for some time, or at least until the 1998 World Cup in France.

But what do you do during that two years' wait? A problem indeed – but one that – for Saturn owners at least, can be staved off with the help of one of the myriad football sims currently available. The latest to slip into a pair of studs is Sega Worldwide Soccer '97.

So it's yet another new football game eh? Well, not quite – because – and this ought to be whispered – it's kind of a sequel to Victory Goal. Yep, Victory Goal, one of the worst football games around. Calling the game Sega Worldwide Soccer '97 marks both Sega's appreciation of what a poor reputation Victory Goal has, and a genuine belief that this is so much better than it's predecessor, it doesn't deserve to be associated with it. In most respects this seems justified, what with a largely new programming team, all new international sides, a team edit mode which lets you rename any player you like.

But is this simply a lot of marketing psycho babble? Am we looking at Victory Goal's second

yellow card and immediate sending off? Or is this really a much better game? The only way to find out is to play the game, and one thing becomes apparent at once and it's that the gameplay has been through some considerable alterations.

The terrible game logic of Victory Goal has been more or less completely done away with, and in its place instead is some incredibly realistic action, right down to goalkeepers who will come out to meet the ball if they're the last line of defence, and the kind of defensive fumbles and scraps that form a part of footballing life. In the commentary box, Sega have naturally dropped the iconic Japanese commentary in favour of the talents of Gary Bloom – the commentator on Channel Four's football Italia.

SW'S '97 is shaping into a very good game indeed, and when the finishing touches have been added, including the chance to play simultaneous four player mode, this could be one of the best soccer games yet to appear on the Saturn. For the moment though, take a look at just what's on offer in this most surprising of sequels.





CHECKING THE FORM

Like all football games, *SMS '97* features loads of opportunities to customise your players and team strategy. If you're not happy with your starting eleven, their swaps can be easily made. Maybe you're fed up with the traditional 4-3-3 strategy, in which case a switch to the more plucky and adventurous 4-3-3 might be in order. Very often the multitude of options in sports games tend to act as a ritualistic kind of decoration, having minimal effect on the gameplay. In *SMS '97* this is fortunately not the case, each alteration in tactics affecting the shape of the game.



All of the team formations imaginable are there. I tend to go for the 4-3-3.



You don't like the names? Then go to the team edit and change them all!

The replay gives you the choice to see a goal from three different angles. And the opportunity to play a bit as well.

THE CONTENDERS

Since its introduction, the Saturn has been host to loads of footy sims, and the constant appearance of new titles doesn't look like abating either. If you're a bit confused about just what's out there, here's a quick summary:

VICTORY GOAL: Sega's football sim was the first to be released on the Saturn and it was a serious anti-Dynex Score: 90%

HAT TRICK HERO: Many of you won't have heard of Hat Trick Hero which is hardly surprising considering it was only released on import. A good thing to because it was absolutely awful something that its incredibly cheesy title makes fairly obvious.

FIFA '96: With John Motson in the commentary box, the Megadrive hit FIFA '96 was expected to be one of the really big football sims on the Saturn. As it turned out, the game was a little bit disappointing being too slow and awkward at times to earn championship distinction. Scored: 80%

EURO '96: Cremlins' brilliant Actual Soccer underwent some changes to transform into the official game for Euro '96 and like the tournament itself, it's provided the most entertainment in a football game so far. Barry Davies takes on the commentary and all of the European teams and players are included. Score: 94%

STRIKER: Activision's Striker series has a long history, on both console and PC. Its arrival on the Saturn brought with it another well-known commentator, Andy Gray, and something not seen on the Saturn before – an option to play indoor five-a-side. Unfortunately it wasn't enough to save it from being a mediocre title. Score: 75%

OLYMPIC SOCCER: Olympic Soccer was a bit of a spin-off title from US Gold, designed to coincide with their Olympic Games athletic sim. Because of these expectations weren't high. However despite some fairly bland graphics, the game engine is excellent making it a surprise hit. Score: 80%



In this detailed view up you can see just how painstaking the quality of the graphics and animation are. It gives the players a breadth of realism that's remarkable.



Players have a whole variety of tricks to their belts like the one-two, the sliding, the knee-in kick and the volley. If you get it right it looks pretty amazing.



TOUCHY!

One of the reasons Victory Goal was so bad was the lack of control the player had when playing. Something like after-touch for example was completely non-existent. Not so with SWS '97 sporting as it does some nifty after-touch to help you bend the ball round a wall, pull off an in-swinging corner or decide the keeper with a banana shot.



England and Poland are trapped in a bit of a bad game here, so goals scored. Game set.



(Above) Here the replay shows an English striker showing off his grace and style with a delicate chip of the keeper. The great thing about SWS '97 is that there is practically an infinite number of ways to score a goal, be it a scrappy tap in, or a snazzy volley.

Overall SWS '97 includes a whole series of competitions. You can play a league between a select number of teams, exhibition matches to break up on your skills, enter a world cup competition which goes from league to knock out - it's all in there, believe you me.



SOCCER MASTERCLASS

Football as we all know, is the most beautiful game on Earth. Its mixture of strength, stamina and style are unequalled in the world of sport. The programmers of SWS '97 naturally appreciate this, and have incorporated some of the fancier touches into the game. As expected, players can do things like diving headers, volleys, bicycle kicks and the like, but that's not all. They also can do a number of tricks on the ball...

THE SHIMMY: if you know your football well you might be familiar with the dummy and shimmy. This is where the player lifts their foot over the ball and then moves it in the opposite direction to the dummy. One player notorious for using it is Chris Waddle when he's attacking down the wing. In SWS '97 you can execute this very move.

THE TRAP: This is a favourite of midfielders who like to trap the ball to hold it up while the players move into space. It also asserts the mid-fielder's prerogative to change the pace of the game to suit his team's style and tactics. You might see the composed masters - men like Cantona, Gullit and Gascoigne - using this as an arrogance about them as they survey the field.

THE ONE-TWO: Everybody knows what a one-two is, you pass the ball to a team-mate and he passes it back. Of course, it's pretty useless if the one-two isn't used to move past a defender by playing the triangles, as they say. You'll see plenty of one-twos in a team where the players are well organised and familiar with each other's styles.





You can change players names to anything you like. Names the *Winger* *Wendy*, *Sexy* *Ellen*, *Bernard* *Hardens*, *Tom* *Clones*, *Patric* *Bus*, *Clarence* *Flap*, or even *Yan* *Zou*. And talk of the devil, there *he* is (always) going in for a winking tackle on the Polish opponents. By the way, if you look at the names in the *Scotland* and *Wales* squads, you might see some of 'em!

CHOOSE YOUR DESTINY

So you just want to play a friendly to brush up on your skills eh? Well that's fine, just go to exhibition mode and play your one-off match - you can even have four of you playing at once. So you want the thrills and the glory of winning the cup eh? Ok, go to tournament mode, choose how many teams you want to participate and away you go. So you want the ultimate prize of league champions eh? Well, you'll be wanting champs on-hip mode then, where you play each and every team - three points for a win, one for a draw - to decide just who's the best outfit in the world. Yep, they're all in *SWS '96*!



Apart from Spain this should be a fairly straightforward group for England.



Through a miraculous turn of events the Germans were knocked out by Denmark.



It's a Brazilian kick in effect. It takes me back I tell you to the good old days of Pele and the *Greenies* Brazilian team. Ahhh.

That's right boss, you can take that shocky smile off your face and stare in horror at this yellow card. Now be off with you!



THIS
BITCH
WANTS
YOUR
BODY

ALIEN
TRILOGY

SEPT '96



SHOWCASE VIRTUA COP 2

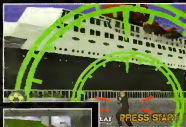


DIG THAT GROOVY BEAT

OWNERS OF THE VIRTUA COP GUN HAVE HAD TO WAIT PATIENTLY FOR NEW GAMES TO SUPPORT THEIR PERIPHERAL. WELL, THE TIME IS NIGH, HOMEBOYS. NOT ONLY IS CHAOS CONTROL ALMOST UPON US, BUT THE CONVERSION OF THE SEQUEL TO THE GAME THAT MADE GUN GAMES GREAT, IS PRACTICALLY READY. IT'S TIME TO HIT THE STREETS...

Virtua Cop 2 is an accurate indication of how busy these industrialized AM shops are. Despite the roll-up hitting arcade yanks before US Kids or Fighting Vipers or anything, it's one of the last to see a full Saturn conversion. This isn't because they're busy or anything, but demand for the former two games has run so high that progress on Cop has been slowed in order to facilitate quicker fighting game port-overs. However, Cop 2 is now nearing completion, as our exclusive racks of screenshots testify.

The last version of the game we showed you was the one running at the E3 show in America. While this was looking splendid in the graphics department, only one level was up and running. Now, however, practically the whole game is fully operational. There's still some work to be done before the game hits the shelves. Our men at AM are still laboring on the Saturn-specific extras we've come to expect from their conversions. We're unsure as yet what these will actually be, although we do know the team are anxious to go better than the Training Mode included on the first Cop. If we're especially lucky this could mean a whole new level!



MOVIE Even your parents' reactions about you playing violent video games by killing them about the Justice Shots in Virtua Cop 2, believe them that, contrary to popular opinion, games is fast reward chivalry, doing not extra points if you always a limited instead of taking their pass all over a wall. **(DIT)** But make sure you shoot them in the correct head, or you'll just look like some crap mad scientist.



CHEAT These rings are both solid! The busy target indicators that point out who the direct target is, and how ready they are to shoot at you, by coming in to lock on the video in motion and turning yellow. Then red, when you're about to get hit. **(DIT)** Show his eye up! That'll leave 'em.

SUITS YOU SIR

This version of VCA is looking a lot snazier than the one we've previously shown you. It recent weeks AMUs have turned up the graphical resolution somewhat, so the whole shebang looks much sharper. The textures look plenty nicer too, as they're now running at a higher resolution. So that means there's more of them. Sort of. Anyway, the upshot of this is that Virtua Cop 2 looks a lot less like Virtua Cop - The Amiga Years, than it did a couple of months ago.



As you can see from the shots on this page, Virtua Cop 2 has moved on from the original. What the gameplay is essentially the same (as of right now) games are, really, the graphics are certainly improved. Well, more so.



Breeds the direct backbone of Street Rhythm/Street



WORK, YE DOGS!

Whilst we're all very excited at how Virtua Cop 2 has grown since we last saw it, there's still a lot to be done. We'd not that much, but it sounds more exciting like that. We've already mentioned the plans for the Saturn-only features, but that's not the really essential work. The game still needs speeding up a bit - whilst it's on full resolution these days the game speed is still lagging. AMUs envisage no problems with doing this, they just haven't got round to it yet. The other thing they haven't got round to yet is patching up the sound, which is a bit flat at the moment. But they will, just you wait, it'll be all like the coin-op and everything and all your friends will love you.



Whoo! What a lady-boy! He looks like that Mike from Streetbeat, who did motorbike action here to be real, with his shades and beard. Actually, he looks a lot like my brother. Although I wouldn't say that to him because he'd hit me.





SMASH IT UP

Interactivity is obviously Sega's strong point. Why they've been earning a just for years as top flight games makers, and if their stuff wasn't interactive at all there'd have been heck to pay. Virtua Cop 2 enhances their reputation for making things do things with other things. Like your bullets, for example. Not only do they destroy your enemies, they also smash up the scenery. Windows can be broken, peaceful civilian cars blown to pieces - even giant flying hools sway after a decent couple of shots. Basically if you see something in the game, it's up for a good shooting. This doesn't really achieve anything in the game but, like smashing up the computer room in the TVL HQ in the first Cop, it's emblematic fun. Nothing so spectacular about this you may think, but much of the destructible stuff in the Saturn version couldn't be knickered in the coin-op. The wily team behind the home version have added this function. So there's mud in your eye.

It's a bit like the second lot in the third trilogy, but with less blood.



CRUNCHY CHEW TRACKER

Special attention has been paid to the light gun tracking on Virtua Cop 2. Seems a few people thought the coin-op had a couple of problems in this department, with some units not registering hits on the periphery of the screen. Luckily for us Sega are ace, and they've promised there'll be no such trauma with the home versions. Although of course the target centring screen is supposed to see to that. Anyway, unless your dad is an unscrupulous arcade owner who rigs it, your version will be fine.



Blit! Blit! Blit! Just Marshall! Hee hee!

Heh! You hear the man? Shoot! Shoot! Shoot!



NEXT MONTH...

If everything goes according to plan, we should have a finished version of Virtua Cop 2 in the office. Providing we can stop playing it for long enough. We'll endeavour to provide you, the SIM reader, with a full review of how good it is. However, there's every chance it'll come in and we'll just sit there popping caps at the screen for four weeks until we all lose our jobs. Watch the skies, earthlings!

THEY GOT **DA** POWER!





Always hot on the trail of a controversial gaming story, the original **Desert Strike** programmers aren't afraid to **put the world to rights**. Why, with almost every game released they've managed to upset someone, beginning with their very first title, where they were accused of being rather **insensitive** over the **Gulf War** (some people even wanted the game banned). Luckily, age hasn't softened them – in this **fourth adventure**, they're out to stop the resurgence of an **evil communist force in Russia!** SAM HICKMAN dons combat fatigues to investigate exactly what this **obsession with war** is all about.



With the exception of a certain corporate character from Sega, the "Strike" series has to be one of the most recognised and respected sets of titles to appear on a Sega system. Consistently best-selling titles, each of the three games have expanded upon the last, and the result is probably one of the best war games you could ever hope to buy. But up until now, all of the programming team's efforts have been concentrated on 16-bit machines, and for almost two years, they've been keeping very quiet indeed. But, they have been working on a 32-bit version of Strike, and what have they based it on? Why, the downfall of the Russian empire. What else?



Lucky (well, for most Strike fans, anyway), the programmers haven't gone all misty-eyed at the thought of creating an all-new title using 3D, which, thinking about it, probably would have been the most obvious thing to do. Nope, instead, they've made the brave decision of staying in 2D. And from what we've seen already, we're glad to report that this works to the game's advantage – the title is already looking nothing short of spectacular and at the moment, it's barely 30% complete!



There's no doubt that Soviet Strike is going to be big news when it hits the streets in November, but what differences can you expect to see for this version? Will you still be able to pick up little people in your planes? Will there be any cheesy drugs horses to blow away? Well, read on to find out...

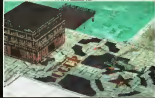


Lots of big gun things to take control of! No, you can't now (it's changed in the weapon department for this version of a Strike game).

The tried and tested overhead view looks great in all its 32-bit glory.



Soviet Strike looks way more advanced than any of the previous games in the series, so you can tell from these art graphics. In fact, when the game's ready it looks absolutely lovely! Brilliant!



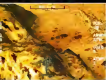
Excitement! That's what we like to see!



WHAT'S IT ALL ABOUT...
The story in Soviet Strike is based loosely on the previous games, although this time your mission is to refill five eastern tanks and underwrite or various bad guys before they start a huge world war. New for this game is the addition of TV reporters who give you clues for your missions and also cover up any mistakes that you might make. Basically, the plot is "don't let this evil commies take over the world ever again. And as chief all American boy, it's obviously your job to ensure that this doesn't happen, so, unless you're up to it, chucker boy!"

BRAVE NEW WORLD

But what about the gameplay in this all-new 32-bit version? Is it almost the same as the 16-bit games, or is it completely different? Well, like the graphics, the game play mixes up elements of the old series and adds new ones. You get the same helicopter that was in the previous games (the Apache). There's also plenty of sub missions to complete within each level, and once again, there's an uberbad guy to capture. However, now for this adventure are more spontaneous sub-missions that aren't necessarily mapped out at the beginning of each mission briefing — basically meaning that you'll just stumble across them as they happen. Also, any enemies that you stumble across are far more intelligent than in the previous titles and the way in which you deal with them can effect events later on in the game. You also get to try your hand out at nuclear weaponry and can even blow up nuclear reactors — watch out for the fleeing people who turn green with radiation!



This is one of the sub-mission screens showing the dramatic consequences of weapon selection.



Developed you of anything? Top it looks like the old Desert Strike. Only about a million times better. Well, maybe that's a bit of an exaggeration.



A HISTORY OF STRIKE

Surely everyone who ever owned a Megadrive must have had one of the Strike games in their time, as the series managed to appeal to those who weren't traditionally into helicopter shooting games. There were three strike games on the Megadrive altogether, and considerable technical progress was made with each addition to the collection. Here's a quick rundown of all the titles that were available (you still might be able to get hold of some of them)

DESERT STRIKE

The grandaddy of them all, Desert Strike was probably the most controversial game of the three, as it was released around the time of the Gulf War. EA were accused of being insensitive, and some people tried to get the game banned. With subject matter that included locking down an evil eastern madman, and blowing the hell out of everything, they has a point, but then again, it's only a game, innit?

JUNGLE STRIKE

Set in the thick of the rainforest, Jungle Strike used roughly the same formulae again, although this time, the bad guy was nuclear tester General Klibba. This title was different in that you could use four different vehicles to make it across very varied terrains. You could even use a jetbike!

URBAN STRIKE

The last in the 16-bit series, Urban Strike went all concrete and featured another greedy drugs baron. The gameplay in this title was much more sophisticated, and this time featured balloons with shady characters, the protection of the Whitehouse and hostage pick ups. Easily the most sophisticated of the three titles.



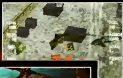
BEHIND THE IRON CURTAIN

Soviet Strike has already been in development for two years, and instead of rushing ahead with a game that didn't make the most of a 32-bit machine's capabilities, the Strike team decided to wait for a while and get used to the programming development kits that they had been issued with. This means that although the game remains essentially in 2D, there's plenty of effects that you wouldn't find in other air combat games.

However, some of the original Strike team are also working on the Saturn version, so you can be sure that all of the touches that made the 16-bit versions so great will also surface on this title too. The team conducted masses of research into what made the previous Strike games so popular, and through focus groups, decided that the game view should remain the same as in the previous games. However, the actual look of the title has undergone a complete overhaul, with fully rendered backgrounds - making the game's landscapes look completely realistic, and there's a choice of different plane views to take too, and the team have created a new technology which generates the backgrounds as you play the game, and each section of the graphics is unique - you don't get to see loads of repeated bits throughout the game. In theory, this means that you could make each world as big as you like, although constraints have been put on the level sizes, simply because there's only so much information people can take in - if the levels were too big then people would get lost and begin to lose interest in playing the game. In other games where the backgrounds are generated as you play, you might expect the game to be a little slower than other types of games. But the programmers have managed to get around this problem too. In fact, so far, they're finding the Saturn a really good machine to work with, and are even going some way into getting around the transparency and explosion effects that have traditionally been more difficult on the Saturn.



As you can see, it's quite nice in 3D. At the time, apparently.



Sorry! It's another picture of a tank! What are I say? It does indeed look like a tank and there's many of them that can be found in Soviet Strike.



One of the features of the old "2D-ism" was that you could blow up people's houses and watch them run out. Looks like that happens here too.



Now this is more like it. Er, no, smash the ball out of everything! Blow it all up! As wrong! The AI's want to use one little umbrella! lol! Not even a tiny bit.

COMING SOON!

At the moment, Soviet Strike is still deep in development and will be lucky to make a November release in this country. However, the goods that the team have already produced are proof enough that this is going to be a high profile title. We'll be bringing you updates on the game's progress until it's finished and expect to see another feature on the fully complete title just as soon as we can get hold of a copy!



Porno For PYROS



Bomberman is such a cute and loveable little man we're surprised he doesn't have his own cartoon show. Surprised, other than for the fact his *raison d'être* is blowing up everything he finds. Join in the fun, the frolics and the flammables with his amazing Saturn debut...

Just imagine what games culture would have been like if Bomberman had decided to go into a different line of business. I mean, since you're lumbered with the same name there's only a fairly limited scope for future careers, and many of them aren't exactly suited to video gaming. How well would the market have responded to *Milerman*, where players attempt to destroy each other by flinging flimsy glass bottles at each other's heads, and if they were especially lucky ride around in a little milk float hatched from an egg? Or what about *Potterman*, where players don't do anything at all? Or Mr. Loveman, in which the participants grow outrageous Mr Whippy ica cream haircuts and duet with Scritti Politti on a single hit record. Or perhaps not.



Of course, had our diminutive and exceptionally spherical pal been bestowed with super-powers, his name would have set him up for life as a roving vigilante. A single bite from a radioactive Sager was the only thing required to change his future funder. But no. The only way Bomber could escape his mundane destiny as Bomman. Handyman or Layman was to acquire a gemstick, and explosives were his choice. But

this wasn't always the way. Indeed, when Bomberman first decided on his name his original plan was to wear a black faux-leather jacket the whole time. Sadly people just called him Fortman or Unfashionable man or (in summer) Sweatyman. Switching tack Bomby started riding a clumsy proto-BMX Raleigh bike in the hope it's Bomber nomenclature might rub off on him. All that rubbed off on him was the cheap paint job sprayed over the crinkly plastic covering the frame.

Luckily, after putting an old coil under his head, Bomberman's last vacation hit his spot. Now he roams grid-like environments the world over lighting the blue touch paper and retiring in a variety of exotic locations. So how's this Bombering thing work then? Well, it's easy. Each Bomberlevel is laid out like a grid. Some of the squares are empty, and you can walk on them. Others are filled with indestructible blocks, and you can never walk on these. Some of them are



filled with bricks, or footballs, or things like that, and these need blowing up before you can walk over the ground beneath. Blowing things up couldn't be easier. Just lay a bomb by the object you'd like to destroy and run away. The bomb now explodes outward in any direction not restricted by an indestructible block, demolishing the first thing the lines of fire hit. At the start of the game you can only drop one bomb at a time, and it only has a spread of two blocks around the bomb. However, picking up power-ups allows you to drop more bombs of greater destructive potential. The only snag is that you're vulnerable to your own explosions, which means one badly placed bomb and you're dead. And you thought army demolitions experts were just the thick ones who like blowing things up.



SATURDAY MORNING FEVER

The good thing about Bomberman looking so simple is that it means Hudson have plenty of room left on the CD for some excellent presentation. Firstly, there's the excellent music tracks mentioned elsewhere. Secondly, there are stacks of groovy cartoons, living things up all over the shop. Before you even get into the game you're confronted with a three-minute animated bomb festival which introduces you to all the characters and sets up the story. Confusingly, that's Japanese animation for you. Anyway, there's also another shorter skit before embarking on the one-player game. That's nice of them.

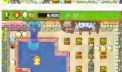


MUSIC SOOTHES THE SAVAGE BOMBS

On very first listen, Hudsonsoft seem to have forgone the powerful sound processors available to Saturn programmers. The tunes sound exactly like the old Dynablaster blaster music from the Megadrive version, in fact. But give the soundtrack a few seconds to warm up and your ears are assaulted by some of them: jungleist house-rave-repetitive beats dance tunes. Bah, kids today with their beat boxes and breakdancing. I don't know what the world's coming to.



Each of these things Bomber is riding here: different powers, like jumping or burking.





BATTLE OF THE BATTLE PLANETS

Just like baseball games, Bomberman allows you to choose a variety of stadia to play in. However, unlike in baseball games, this actually makes the slightest bit of difference. Just to illustrate the wide spectrum of possibilities this presents, allow us to give you a quick rundown of all the play galaxies on offer...



BASIC Nothing particularly interesting, to be honest. This is the basic backdrop with no frills. There is a nice big 'BATTLE' sign written under the bricks, though.



JUNGLE Nothing to do with the groovy in-game music, this is another fairly straightforward course with only some chattering parrots at the side and crows instead of bricks to distinguish it from the first.



FOOTBALL Not a cash-in on the current craze at all: the soccer squad has footballs instead of bricks and a couple of goals at either end to trap opponents in.



DESERT The first sign of unusualness, the Desert arena has a rectangular river of sand running around the centre. This carries bombs on a cart around the middle of the screen, hopefully to destroy your foes.



SPACE One of the most interesting stadiums. This one has three switches in the middle, activated by the pressure of your little Bomberman!

Hitting one speeds everything up, hitting another slows everything down and the middle one events things to normal.

HARBORLAND Destroy the six bridges to uncover your score and lead the way to trampolines.

Those bounce you off in the direction from which you approach them, buffeting you over blocks and into the next available unoccupied space.

WIND PLACE We're calling it Wind Place because we haven't quite worked out what's so different about this one. Sorry.

LABORATORY The arrows placed on the floor seem a bit out of place, until you try kicking a bomb over one. The bomb follows the direction of the arrow and if this leads to another arrow the bomb switches again, so following a crazy pattern marked by the floor. This is our favourite one.



NINE AGAINST ONE - WHAT A MAN

If we're being honest, and we always are because we're so nice, Bomberman wouldn't have ever sold one tenth as many copies if it weren't for the excellent multi-player opportunities. The Saturn version tops any previous effort by facilitating TEN PLAYER games. If you haven't got nine friends, don't worry - you can play with fewer if you like. Hell, if you're that lonely you can play on your own. We won't tell. And the Saturn, trusty old beast that it is, will play the part of your friends. It works like this - before kicking off a multi-player game you're presented with an option screen which allows you to set how many players you want, how many of these are human beings and how many are controlled by the CPU. Once you've set the right quantities, plugged in your adaptors (if you want lots of real people) and millions of pads, you're ready to rock. Many other aspects of this exciting and novel feature are detailed elsewhere in this fascinating Showcase. Dig it, dudes!



Bomberman takes a little stroll down stage to stage round each level. He's getting off a little.



Football would probably be way more popular in America if they made it the official.



(ABOVE) That wheeking great train makes it very hard to see what's going on when it steams overhead. Grrr.

(LEFT) This VS Mode screen shows the results of a multi-player match, indicating who bombed who, and when they in turn were bombed by. BC Kid obviously won here.

I AM THE MASTER! GAME!

The second long play mode in Bomberman is the ratty third Master Game. It's one player only and you're only given one life. The object of this quest is to destroy all of the monsters roaming each static screen. Once they're all dead a ladder descends from the heavens and offers you a way out. The Master Game differs from the norm in that it's only played on static single screens, so you can see the whole level at once. Also, the time limits are way stricter. You're barely given time to whack all the bad guys, let alone blast the bricks to get hold of essential bonuses. Unsurprisingly hearts are top power up here, as they allow you to survive more hits. A readout at the top of the screen tells you how many hearts you have, the number of bombs you can drop and your bomb power and speed-up levels.





POWER OF THE MASTER! GAME!

Bomberman has stacks of power-ups in all the play modes. Way too many for us to list in here, to be honest. But we'll tell you about some of them. The most common three are Extra Bomb, Bomb Power and Speed Up. The first allows you to drop one more bomb at a time than previously (so you can have up to six or so bombs on-screen), the second adds another block in explosion radius to each of your devices and the third makes Bomberman move faster. There's also hearts, which allow Bomberman to take more than one hit, boots which allow our hero to kick bombs along the floor, P-Bombs, which are super-powerful explosives of the scarier order and Pipe Bombs, which aren't detonated with a timer, but with a press of the B button.



In multi-player games in this ending, these skulls are part of the level, so your boss balanced enemies, Or Terrific.



That wacky monster he's usually that colour. He's just boring bright because he's been bombed and is about to explode. Oh.



MAY THE BLESSING OF THE BOMB ALMIGHTY DESCEND ON US ALL

Bomberman might be Hudson's most prolific character, infecting every format known to man with his explosive nature, but his area's not the only games the team have produced. Prior efforts like *3C Kid* and *Adventure Island* were big a couple of years back, mostly on the SNES (boo hoo). Bomberman is obviously a generous soul, though, because he's allowing his stabber sites to piggyback on his game in the two-player game you're given a choice of Bomberman to control. Only two of these are traditional Bombermen, however. The other consist of six-headed near-earthly child *3C Kid*, baseball-hatted and bad-haired near-earthly child *Mr Higgins* from *Adventure Island* and a load of foppish fantasy characters from some RPGs or something that Hudson have done. It makes it a lot easier to remember who you're playing, that's for sure.



UNABOMBS

Man-a-mo and isn't the only way to play Bomberman you know. Oh, okay. It's no no no there are two other ways of play it. The first is the one- or two-player exploration game. Your Bombermeister strolls around scrolling levels of bricks, blocks and baddies, bombing everything. The idea of each level is to destroy the five flashing red control beacon things before time runs out. Once they've smashed the exit opens up and it's onto the next stage. This is much like Bomberman ever was, but it's been revamped with the help of 3D-ness. There are now loads of obstacles and bits of scenery which conceal sections of each stage, so you're never quite exactly sure where your bomb is (or where you are). There are also sub-games or bonus points - one stage has Bomber lighting cannons with his cherries and blasting octopus from the side of a ship. Plus, of course, there are giant bosses awaiting at the end of each level ready to crush you to a pulp.



IT'S STILL UP FOR GRABS!!



Just when you thought the decision had been made and a winner revealed, a stewards inquiry has turned everything on its head! Tut tut young Mr Nightingale – I'm afraid you got the rules wrong! But the show must go on!

WE WANT VIDEOS!

***** If you ever looked at the rules for our Time Attack competition, you'll know that what we wanted was your fastest laps from each of the three courses – Desert, Forest and Mountain. We also wanted you to play the courses one after another consecutively – and then add up the three fastest laps and

***** present us with your accumulated time. I.e. Lap 1 from Desert, lap 3 from Forest and lap 5 from Mountain added up.

Despite these pretty straightforward rules, confusion seems to have struck our unofficial victor, Mark Nightingale's times were his three Desert laps added up together and we're afraid that just won't do. Sorry Mark but these are the rules buddy.

So what we plan to do now is this – if your name is in the top ten, we'd like you to send your video in as soon as possible, proving your time is as good as you say it is, and also proving that you followed the rules properly.

Just to you remember who you are, here's last month's top ten according to time, although remember that until we get the video evidence these times are UNCONFIRMED.

So if you recognise your name in there, get your video off to us **PROMPT!**



TIME ATTACK TOP TEN!

1.	Mark Michael Nightingale (Disqualified)	2:26.01
2.	Graham Sims	2:46.89
3.	Andy Grant	2:48.39
4.	Steve Martin	2:47.09
5.	Mark Michael Nightingale (Disqualified)	2:47.42
6.	Andy G.J. Heath	2:47.99
7.	Andy G.J. Heath	2:48.23
8.	Leigh Stevenson	2:52.71
9.	Darwin Ware	2:53.49
10.	Nicholas Ware	2:53.49

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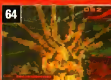
Review Index

Oh, so this guy walks into a bar right, with this sloot under his arm, and the barman says, "I hope you don't expect me to get that a drink?!", and the sloot says "Of course not, but make mine a double!" Hahahaha!

Oh, I've got another one; this guy walks into a bar with a tree slooth under his arm, and the barman says "You know the rules - get that thing out of here!" and the tree slooth says "Ah come on, he's only having an orange juice!". Hahahaha!

Oh, how about this one then; this child walks into a bar with a review index under his arm right, and the barman says, "Sorry, no kids." and the review index says, "On the contrary, we have Virtua Kids on page 62. Now fix me a G and T!". Hahahaha! Abhh, it's the way I tel' em!

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BY	SEGA
PRICE	£29.99
STYLE	FIGHTING GAME
RELEASE	



Okay, you've looked at the screenshots and you're **slightly bewildered** at just what **Sega and AM2** are up to. After all, this is just **Virtua Fighter 2** with different graphics, isn't it? Well... kind of.



In Japan, Virtua Fighter 2 remains the unassailable coin-op of the moment. Despite the launch of pseudo-sequel Fighting Vipers and "competition" in the form of Tekken and its ilk, AM2's title is still the most played arcade game (by a huge margin) in the Land of the Rising Sun... and probably will stay in that position until the release of VF3.

Sega of Japan's aim for VF Kids was to increase the audience for VF still further, taking the tried and tested VF gameplay and giving it a slightly more user-friendly appearance. For us westerners, it might all be a bit confusing, but the fact remains that VF in any form is pretty bloody brilliant actually, and we'll perform Akira's San Palm of Doom on any body that says otherwise.

VF Kids is fast - a full 30 percent faster than VF2 and retains the amazing high-resolution graphics and super-smooth frame rate that distinguished what remains as AM2's finest hour. The big heads also feature many new facial expressions, with the surprise

on the fighters faces at a new challenger enters the game being particularly priceless. Topping off the atmosphere perfectly is a new range of effects and brilliant Kids-style revivals of the classic VF2 forms.

There's also a "kids" mode that enables you to string together combinations of "difficult" moves with deceptive ease. It has to be said that the original VF2 was something of a technically complex game, and this mode opens up the game greatly (although it may upset people who are reasonably au fait with VF2's control).

However, for all its differences, the game is VF2 (albeit with some rather special bells 'n' whistles) and whether you will want this game depends on a number of factors. Obviously the first concern is whether you actually own VF2 already - despite the myriad alterations, there's very little in the way of surprises and if you do have the original version in your collection, I'd only recommend the new game to real die-



hard VF2 fans. If you don't own the original, you'll have to choose between this kids edition and the established VF2. Each has its charms, but my personal favourite is still with the original (which I would still rate at 90%). The Kids edition's fighters really don't allow

you to appreciate the brilliance and realism of the original's motion capture - simply because the arms and legs in Kids are so small! Of course, others might go for Kids because of its extra speed and combo potential or its extra visual Appeal, so it all kind of just aces out really. The fact that Kids is a full twenty quid cheaper than the older conversion might also be a small determining factor in your decision.

In the end it comes down to personal preference because the bottom line is that Virtua Fighter in any of its various forms is videogames entertainment par excellence.

RECH



When using Lion (above), notice the pinked expression on Lion's face as their infinite floating hit to the midriff.



Little Jeffrey needs a boost to attack his "brother".



A bit of Lee on Lee action as he'lls commences on Lee's little castle background.



Little Wolf shows off his trademark move in the intro.



Wolf's charge is one of the moves to activate the new triple replay.



TRIPLE REPLAY ACTION!

Each of the characters has individual moves and combinations that look absolutely spectacular and AM2 have picked a few of them for triple-replay duties. Basically whenever one of these moves is successfully performed, the action is replayed from three different perspectives to emphasize how great it looks - a trick first employed in Fighting Vipers. Some of the more pleasing throws cause a swift change in camera angle to emphasize the power of the technique - Wolf's Giant Swing being one of the most excellent to behold.





A WORD FROM OUR SPONSORS

In Japan, Sega had up a deal to advertise soft drink sales in Virtua Fighter Kids - hence the can being featured in Jody's winning pose and replacing the sake that Shun drank in adult VF. This is the second time that Amu have included advertising - Fighting Vipers features Pepsi signs all over the shop. Not that European gamers will notice - all of the aforementioned advertising has been removed from the English language versions of VF Kids and Fighting Vipers.



Virtua Fighter KIDS



All of the different modes from original VF2 are included, including Blocking Mode (above).



SWOLLEN HEADS

The super large heads in Virtua Fighter Kids have caused Amu to rethink a lot of presentation and gameplay. The gravity of the original VF2 has been modified to reflect the impossibly large heads of the kids, and all new blocking animations have been included. Obviously with tiny fist/blocks, blocks don't look quite so realistic, so now the characters move their heads around to dodge strike incoming blows entirely.



Whether Kids is better than the established VF2 is debatable, but the brilliant new visuals, super-fast speed and gameplay tweaks should bring VF to an all-new audience. The fact it's only £30 doesn't hurt either.

graphics	93	overall	91%
sound	90		
playability	93		
lastability	94		



BY	ACCLAIM
PRICE	£19.95
STYLE	SHOOTER
RELEASE	SEPTEMBER

I had an awesome dream about an **alien invasion** the other night, which I have to say was loads better than **Alien** or **Aliens** or **Independence Day** or anything. It was absolutely brilliant, and I hope to have more like it. Now I can try to re-capture that **excellent dream** with **Acclaim's oldest licence...**

I

n space, they say, no-one can hear you scream. Why? That, then? Is everyone in space deaf or something? I've got a theory: it's that their heads' space tells down a bit and keeping an ear out for any passing human is tricky, I reckon. Take young Ripley, the feisty chicken! heroine of the *Alien Trilogy*. You'd think, as a vulnerable single woman in an overly-kill-a-public-annoyance-like space could expect a bit of back-up, some stu to bolter "Help! I'm being attacked by an evil alien alien rool! And they're really gobby!" But no. No. No. A constant thro out of their hangover to see what the fuss is all about. Which means there's only you, the prospective player of *Alien Trilogy* to help her beat the alien menace and save her skin, lady old you.

Still it's not all bad. In fact, the game probably wouldn't be half so interesting if Ripley's mission was to go down the shop for some buns. See where Ripley is stranded just happens to be home to a whole family of powerful ones. The friendly folk of this gan community are only too happy to leap into your hands and even the odds. Although you only look off the game with a little baby pistol, keep an eye out for its brethren spread across each level.

Beyond that, there isn't much substance to *Alien Trilogy*. We don't mean this in a nasty-hate way, like it's crap. We mean that the focus is most definitely on the action, and anyone not prepared to devote their time to some heavy-duty alien genocide would do well to look elsewhere. Every level of the game is crawling (and slithering and scuttling) with literally NUMBERS of evil it's, joining their nefarious ranks are squadrons of scary human being soldiers out to get you. Strongly enough these bitches never get eaten by the aliens. Maybe they've made friends or some thing. Anyway, your job is to dispose of them all with maximum violence. There are other objectives to achieve every now and then, like tripping light switches or collecting ID cards, from dead colonists, but for the most part, the big idea of *Alien Trilogy* is to waste it with all guns blazing.

However, there's an atmosphere to *Alien Trilogy* not found in comparative titles such as *Doom*. Instead of constantly reminding you what threat you're facing, AT makes an effort to conceal the predators stalking your hide, hiding them behind doors or within shadows. You're given a motion tracker to warn you of impending death, but you're better off keeping your eyes open than trusting your machinery pretty soon you learn to recog-

nise the different sounds made by the various enemies and know when you're about to be attacked.

It's this reliance on your own senses that makes *Alien Trilogy* compelling. At its heart the game is a simple case of exploring vaguely maze-like (and not that massive) levels and you've found and destroyed every thing you need to. Whilst this makes for minimum killing about whilst playing, it's also *Alien Trilogy*'s most obvious flaw. After playing away for a couple of hours in one sitting there is a tendency to lose interest in what's going on, no matter how much progress you're making through the game. This is a fairly common occurrence in many games, and it's no worse for *Alien Trilogy* than it is for say *Loaded*, but it's worth mentioning.

However, for the most part *Alien Trilogy* is well. The graphics are praiseworthy, with the play environment evoking a sense of mystery and urgency in the game. The sprites look great too, although there's occasionally a bit of dodgy animation when the fully grown aliens turn to one side but, in general, the movement of such huge sprites deserves our unconditional approval. The sound is cracking too, mostly sampled from the real movie, the alien noises and some minimalist music, an important ingredient in *Alien Trilogy*'s greatness. The playability is pretty faultless, it's just knowing the controls are simple and responsiveness and there's availability loads of killing if you're dying for *Doom*. *Alien Trilogy* might not fit the bill in the same way as *Behemoth*. If you're an Alien fan though, or just out for an impressive super-death shoot, are up, it's got what it takes.

EAD



Shooting any of the enemies leaves you with these pleasing arse-pins. They stick around in the floor until you've completed the level, so you can tell where you've been by the dead things.



Oh, it's horrible when this happens. You see a lightning bolt hit you, it seems to pass overhead, you think you've shot it - and then it crumples up the screen, slowly obscuring your vision.

TURN, BURN AND GURN

These first-person shooting games look really easy to play, but there's more to them than running forward shooting. For starters, if you can't learn to use cover and just launch halfway yourself and alone you're totally dead. Learning to get some distance and fire whilst running away are essential skills. The latter is achieved by use of the slide button. Holding the L key slows locks Rplay on her current aiming angle. Now, instead of the Q key turning you around to show you, Rplay runs in the direction you press whilst facing in the locked direction. This is undeniably useful, although it's easy to get hung up into bits of scenery you can't see appearing as you fly it.



Boots are no problem for experienced aliens. Or fiends. They'll walk over anything in their efforts to eat you alive. Be wary!



Most aliens try to sneak past and attack you from behind. Don't let them. Or else.



There's a pleasant roof under us all the game which adds to the drive.



Alien Trilogy



It's essential to keep replenishing your ammo supplies if you don't want to die.



An atmospheric and downright scary shoot 'em up that makes up for what it lacks in variety with what it gains in thrills.

Graphics	90	Overall	89 ^{CC}
Sound	95		
Playability	89		
Usability	87		



Athlete Kings



Ellie who specialises in sprinting celebrates victory in the 400 metres over bulky Akshai. He's actually more set on the throwing events.



That's the good thing about athletics sims - even when you can easily beat the rest of the field, there's still the world records to try and better time and again.



Ellie comes down the 400m straight well in front...

...he's going to win! That's gold for the French.

A brilliant conversion of the coin-op and a game that will provide you with hours of running, jumping and throwing without ever losing your breath. Just go easy on the joy pad eh!

graphics	92
sound	88
playability	92
testability	90

overall

91%

Only Ian Thomas could jump that when I was only 17 years old. For the best high jumps it's essential you get the perfect angle.

BY	SEGA
PUBLISHED	FEB. 99
STYLE	SHOT 'EM UP
RELEASE	SEPTEMBER

If there's been **one game style** that's yet to make an impact on the Saturn, it's the **first-person perspective** shoot 'em up a la *Doom*. Well stop your whinging, because with the **arrival of Exhumed**, the wait is at last over!

For months and months we've had letters from frustrated *Doom* fans asking when they can expect to see it on the Saturn. What no one thought to ask was "why does it have to be *Doom* at all?" After all, it's more the thrill of a first-person perspective shoot 'em up that's the attraction. Only after a game going under the name of 'Yewer Slave' was shown off at the E3 show did people wake up from their lamentable *Doom* waking.

Power Slave was the creation of a small and relatively fresh software house called Sabotary and it only took a few playable levels to make people realise that you didn't really need *Doom* at all with a game like this knocking about. So Sega scooped up the publishing rights in Betléem gave it the new title *Exhumed* and settled back to gloat over a surprise discovery. And they have every right to gloat too, because not only is *Exhumed* a really juicy shoot 'em up - nice or less twice as fast as *Doom*, it also features the kind of brilliant light scattering effects that many a cynic thought impossible on the Saturn.

Rather than the demonic no-man's-land of *Doom*, *Exhumed* has a mythical Egyptian setting. The basic plot is simple enough - the ancient tomb of Remses has been desecrated by a supernatural force who intend to use the powers therein to destroy humanity. Your job as the heroic wanderer is to discover how to get the exhumed body of Remses back to his resting place and restore order and general happiness among all.

The player starts off with only a sword, although it isn't long before you manage to pick up a pistol. The other six weapons however are more than a little tough to find. There's all the classic weapons of the genre from the M16 machine gun to the flame thrower, and there's also some weapons designed to fit in with the Egyptian theme a bit more like the Cobra Staff and Mace. Naturally *Exhumed* features loads in the way of shoot 'em up action with enemies



pepping up from behind every door leaping out of nests or lurking down dim corridors which only the light of gun blast will reveal. All of this begins you right as your toes, and fortunately there are plenty of health and weapons pick ups to keep you alive.

What makes *Exhumed* really challenging though is that while the action is pretty constant, it still contains plenty of cryptic devices. Early on for example you need to collect four Egyptian

symbols in order to access new areas and after this there are some smart pick ups like magic sandals which enable you to jump higher something else that opens up new territory to explore. And there's plenty of that, what with 27 huge levels and the need to constantly move back and forth to access areas previously unobtainable. Even Remses' spirit pops up now and then to offer you a little bit of advice on where to go and what to look for.

To top things off, *Exhumed* looks really impressive too. All of the backdrops have an authentic Egyptian feel, rendered in detail the ancient architecture and decorations, and this coupled with the perfectly scavenged sound effects and fine animation go to make this a stunning shoot 'em up experience. Forget *Doom* - if there's a game to be emulated it's *Exhumed*.

ROB



Behind the door sign! But try not to hit any of these little fluffy clouds because they haven't done you any harm!



Exhumed comes in all shapes and sizes in *Exhumed*, but none is more fearful than the dreaded spirit of the Floating Head! Del.



Take out the Assin guards with the help of your impressive M16 machine gun.

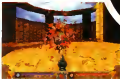
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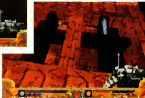
RECOMMENDED BY
92%
SATURN MAGAZINE



But around there's plenty of fancy gear in Exhumed, lots of spells and blood and stuff.



Prepare yourself for lots of story, dark levels and dark passages. **BRRR.**



THE DUKE

Exhumed uses the same engine as Duke Nukem, a game that's a no-brainer for release on Saturn and which is currently waiting people on the PC. (We'll leave you in to date, it isn't wrong.) What's special about it is the fact that it never much better than Doom and that's not all! It's also able to put one floor above another making the levels more complex and so on. Another neat thing is the ability to look right up into the deep blue sky and right down at your feet called all... as above.



This is the game to set the standard for the first-person shoot 'em up genre. If you thought that Doom was the game for you, Exhumed will make you think again.

graphics	92	overall	92%
sound	90		
playability	93		
stability	92		

next Month



You've been waiting for it since issue 3, we've had tons of calls about it, and now readers have been frantically trying to get their hands on the now sold-out copies of our most famous freebie. What is it?

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NAME _____

ADDRESS _____

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**VIRTUA FIGHTER KIDS, EXHUMED,
THREE DIRTY DWARVES, STORY OF THOR 2**

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OUT ON AUGUST 15TH!



MEGA STARS



MEGA SPORTS



MEGA FLASH



GT	1994
PRICE	£44.99
STYLE	SPORTS SIM
RELEASE	AUGUST

With **Slam 'N' Jam** and the quirky **Space Jam** also set for release in the next few months, **NBA Action** finds itself **sweating it out on court** for title of supreme basketball sim. It looks like **winning the tip off.**



I used to play basketball with a guy who's only the second Englishman in history to make it to the NBA. Well, I say play with him, it was more a matter of passing the ball to him on the few occasions I actually got on the court and then letting him do his stuff. He was tall you see, very very tall in fact, and that he always surprising advantages when the game of basketball is concerned. As does a talent for fearless dribbling.

Basketball's rise in popularity over the past decade or so is something mirrored in the console industry. Perhaps the classic basketball title was NBA Jam by Acclaim, which appeared on 16 bit machines years ago. The genre's been popular ever since, and as 32 bit technology has seen a shift away from the carnival atmosphere of NBA Jam to more realistic 3D polygoned games NBA Action falls into the latter. Rather than going for two-on-two it features a full five-on-five match up. In fact, NBA Action goes for the full ninety by including all the NBA teams, each and every player - even trying to render their facial features accurately when you see them close up - and by faithfully reproducing the standards of each team and the talents of individual players. Such attention to detail has paid off as well, and even manages to get you staring miserably at the vast range of stats devoted to each

team and player in an effort to fully utilise your strengths. Similarly the NBA playoffs are in there with the promise of games almost as thrilling as what's been seen in the real thing this season between the Chicago Bulls and Seattle Sonics.

As far as the gameplay goes NBA Action takes quite a sophisticated approach. That's not to say it's complicated to control, rather that if you want to start really turning in the style you're got to learn how to do things like roll an opponent and work a few tricks to find the space for a shot. Thankfully the game logic is excellent which means, for example when you make a pass it'll find the player in the most open or most dangerous position. Likewise it enters a good bounce can put together some flashy moves, one player throwing the ball up for another to reflect and dunk for example. All this makes for some really entertaining basketball, even if you're just watching.

Graphically NBA Action is very ambitious. It's use of 3D polygons and real-time animation are largely successful, although one has to admit that the characters themselves look a bit blocky, especially the

square heads with wide faces plastered onto the front of them. Nevertheless the visual aspects of the game work to complement the more serious minded approach to the sport.

This leads to one criticism I would make of NBA Action - more a matter of taste really - and it's that the sober take on the game means it lacks some of the pizzazz that you'll find in something like NBA Jam TE. While the stats look smart they also look realistic, something which makes those triple pile burn and wonder leaps of NBA Jam TE a bit out of the question.

With three basketball games due for release in the next few months you'll be wanting to choose wisely. You can't really lose with NBA Action offering as it does the most realistic interpretation of the sport and providing a most worthy alternative to the extravagant NBA Jam TE.

BOB



Each player has a face when seen up close which resembles their features as they are known. Well, kind of, except, apart from the fact that they all have a kind of Krillin-like appearance to them.



It's the top-off here you get familiar with the players, there are some neat moves you can do like dunking and stuff.



He's going up for a reverse slam dunk! Busted!



NBA ACTION

BALLY SPLENDID DUNK!

If a player pulls off an especially snazzy dunk shot, there's an automatic replay so you can enjoy the achievement once again. In the replay however, the action is shown from a perspective which brings you right into the action so you can enjoy it all in glorious close-ups. You can of course employ the replay option yourself whenever you like, choosing from a variety of viewing perspectives.



The animation of the dunking in NBA Action is really stunning.



As in real life, the Chicago Bulls are just about the best NBA team in any league.



This is perhaps the best basketball sim yet to appear on the Saturn, its fast-paced action and slick graphics rivaled only by the mere light-hearted NBA Jam TE.

graphics	88
sound	87
playability	89
stability	87

overall

88%



BY	DA
PRICE	£44.99
TYPE	MESS SIMULATOR
RELEASE	SEPTEMBER



You not like me when I'm angry! **Orrr!** Space Hulk smash puny Earthing humans! In you little tin cans! Far above the world! **Raargh!** Oh, I've inadvertently ripped my space suit to shreds during transformation! **Schleooooo!** Gasp!

Has anyone else noticed how Saturn software seems to come in genre-bound waves? Recently we've seen a glut of football games, following on from the streams of driving titles which had taken over from the trend for fighting games. Now it seems programmers are going left for leather to create the Saturn software library with titles for sport, action and shoot 'em ups. **Enhanced** is on the way for football games, whilst this month sees the release of **Demolition**, **Darkness** and **Space Hulk**.

If you're not a regular reader you won't have read our showcase on **Space Hulk** prior to this issue which is your loss, because I thought it was pretty good. Anyway, the upshot of your unattentiveness is that I'll now have to write precious few reviews on what the game is about. It's about shouting alien and evil human troops on giant floating abandoned space ships in the future. In space. Where no-one can hear you scream. But this isn't the kind of one-man-against-the-army tale we're perhaps used to by now. You, as the player, are a Marine Commander, which means you command a brigade of Imperial Space Marines, all in their pretty armour. Obviously you're expected to lead by example and start smiting the aliens yourself, otherwise you'll complete the game really easily just by saying "Eight lads, get in there and kill everything, don't get killed yourself... er, I'll just wait here behind this crate. Hiding". However, the back-up of your armoured contingent does mean you can cover your back, block off potential alien attack routes and generally keep combat contained within a manageable area as you work your way around each Hulk.

Of course, this isn't as easy as it sounds. You've got to think as your feet whirr churning and exterminating these threats to your person. Strategically, positioning your forces is made tougher by your map screen only displaying areas of the ship you've seen. Plus Markedel, Oklavian and co (all those groovy futuristic classic handles) are of limited intelligence and need to be told how to do everything.

This is where **Space Hulk** differs wildly from other games in the genre. It might seem somewhat like characteristics with **Alien 3** (logically, like the gloomy design environments, but the actual gameplay is based far more on thinking before firing. The level layouts are far more complex than you'd usually expect, and the reasoning behind this seems to be so there are more nooks and crannies to hide from or take cover in. The secret to **Space Hulk** success is clear movement.

Not that **Space Hulk** is too easily coast, oh dear me no. That's your action agency, and not waiting in with all Masters (making sure you are a Master) nothing. If you're low on patience you may find a little trying at first, but once you've got the hang of unravelling everything at once you'll be surprised you ever thought of **Space Hulk** as slow moving.

Likely it's a tricky game to give up on. The graphical design of the title is excellent. The Hulk in question isn't just a random collection of dowdy corridors and storage rooms, there are abandoned

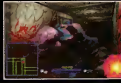


floors and dining areas which add a spooky quality to the atmosphere. The graphics themselves are excellent, featuring HUGE solid sprites and detailed backdrops. Occasionally there's a bit of clipping, and some slight pixelation when some of them sprint are very close up, but generally it's nothing to be ashamed of.

But for nothing was **Space Hulk** widely regarded as being the best game on the JGD. It was because there were only ever about three games for the JGD anyway. But even if there had been more, right, it probably would still have been hard to high esteem, because **Space Hulk** is a cracking and - shock - innovative title which deserves the wider attention of a console with some owners. Please give this game a good home. It's ace.



Rich takes to his own throne at the helm of SH. Apathy greetsing space is provided at his feet. All level before that!



Try it before

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Space Hulk



Think an alien episode the best and this is the route. Sometimes their hearts explode!

Slightly complex to pick up at first, Space Hulk rewards perseverance by being a top-notch strategic body-count jamboree.

QUEEN OF THE MAPPING SCENE

Maps are useful things, especially if you're a cartographer, because then maps pay your electricity bill and buy all your gin. They're fairly useful for Space Hulkmaniacs too, but not quite so practical. As you wander around the abandoned wreckage that is the alien breeding ground your map fills itself in, allowing you to work out where the best places for all your troops are. A hint is that the best place is not on their own in the middle of a big room surrounded by enemy forces.

It's there! It's here!
I'm taking over this operation, so you'll see I've got better 'low.

graphics	95	overall	90%
sound	90		
playability	90		
lastability	92		

you buy it.

£3.49 for three evenings

**BLOCKBUSTER
VIDEO**

BY	JAC
PRICE	£39.99
STYLE	PLATFORM
RELEASE	OCT. NOV.



If a girl dressed up in a **bunny costume** and not a lot else came up to you and started poking you in the back with an **umbrella, what would you do?** Would you know that she was from a distant land and needed to save her people from an evil troll? Or would you **just cry and run away?**



MERCHANDISING

Although the character Kero was created specially for *Kero Flying Squadron*, ZVC have been thinking about naming a merchandising line featuring her face. T-shirts and sweatshirts are likely to be order of the day, and the company are even thinking about drafting in a trendy clothes design company to help them out.

Hmmm, tricky that one. Well, let's pretend for a minute that you **didn't** actually run away setting yourself **Unkily, ooo, but then Kero Flying Squadron isn't like an ordinary game** It has flying space bees and big fat weasles that turn into spinning tops when they get even slightly irritated. Kero (that's the girl) is supposed to sort out all these nasty people all by herself, and although she gets help from time to time from her pet dragon, there's only so much a spirited little girl can do on her own. Especially when she's been forced to wear ridiculous bunny ears and a little pink dress.

If you haven't already realised from the bizarre sampling *Kero Flying Squadron* is a platform game of the old complicated-pit type. It's based around the Japanese Edo period where there were fence fruits almost every day of the week. They didn't really involve pandas dressed up in straw hats and aprons and there weren't any toddlers that went to martial arts school either, but then this is only a game. Which probably explains why you get to fly your very own pet dragon on some of the levels.

If you've been into Sega consoles for a while, you may remember the title on the Mega-CD. The same threads of the 16-bit game have transferred to the Saturn title, with the action split between platform levels and flying sections where Kero takes to the skies on her pet dragon. And rather than assigning each level a certain objective (there's bosses sprinkled all over the place) and the idea is to destroy them rather than find a key or something.

Basically, the overall aim is to rid the world of everything evil and get

everything back to normal - a task which it seems only Kero is capable of. Equipped with absolutely nothing except for the little pom pom that is attached to the back of her swimming costume, Kero must battle her way through hordes of strange creatures, picking up things like mallets and umbrellas that will help her both things in along the way it's all very cutesy and very reminiscent of old Megadrive platformers where you just run around picking things up while very little of any real substance actually happens. But when other games would get ganned for this very reason in Kero, it doesn't seem to matter so much. This is probably because the graphics are so weird

that you spend most of the time wrung around trying to find new and strange things to look at. In a way it's like a treasure game - the graphics are a mixture of Japanese and some of the bosses are very bizarre - although it has to be said that the game doesn't play anything like a 'treasure title'. It may look the business usually (it's carto) but gameplay-wise it's very average unless it's also fairly easy - even average games will probably crack it within a day (saying something when you consider that it only takes one hit to kill you). Even so, *Kero* still manages to be a very entertaining play. It's just unlikely that most people would want to play 'fifty odd quid for the pleasure



This is Kero's pet dragon. At this point, she has to make a leap into the air and at the very last minute he saves her from certain death! They then fight enemies together.



Ah! It's the runaway train level! Avoid all the falling fire and all the children, because you die after one hit.



Kero's pet dragon is action, with some strange Japanese stuff. We don't know what it means. Probably "no".





BOSSSES

Among the bosses you'll bump into are peculiar cats that come to life and jump on you and these same weariless who turn into raging fur-ies once you slap them around with your umbrella. In a bit. Usually, it doesn't take too much effort to get rid of them, but it's definitely more fun just watching them, as the angrier they become, the more things they charge into. Not something you'd see too often in Western-style games, that's for sure.



These teddy bears that dance from the skies, although here they're participating in some kind of weird leg of war. Here.



Hey boss! It's a real wrestler out to kill Shui! Look at his eyes pop out of his head!



Use this hand to open the door, boss? No're not hitting you.

Keio Flying Squadron

SEEN IT BEFORE?

This was the original two flying Squadron, which appeared on the Mega-CD. As you can see, the game elements are the same, but the Saturn version has more improved graphics and the characters for the two titles are completely different as well, although as far as we can tell, the story remains roughly the same.

By no means a classic, but it's still fun to play, although it's probably too cute for most people's taste.

graphics	80
sound	78
playability	81
lastability	70

overall

78%

UP	ACCLAIM
PRICE	ETBA
STYLE	PUZZLE, WEIRDLY
RELEASE	SEPTEMBER

If you're **despairing** of the current **death-heavy bias** in games design, this could be just the tonic your **shellshocked Saturn** needs. Set the controls for the heart of the **Bobble!** It's **Bust-A-Move 2!**



Games developers seem to be split down the middle on the issue of What Games Should Be Like. In the red (all over) corner, we have the mostly American and European publishers responsible for the Game Genre division, titles like *Legend*, *Alien Trilog* and *Quake*. In the blue corner are the mainly Japanese houses who think games should be a family affair, and create numbers like *NIGHTS*, *Sonic* and *Mean Bean Machine*. *Bust-A-Move* falls solidly like a fat dump in the latter category in other words, it's a **guy** game.

Obviously this is nothing to be ashamed of especially as it means there won't be a lurid sensationalist "Look At The Bust On That!" ad campaign. But when you consider buying *Bust-A-Move* a fixer for Saturn – and consider you will – bear in mind that your main will probably spend as much time playing it as you will for whilst *Bust-A-Move 2* maintains the sweet harmless exterior of a sherbet bonbon inside beats the addictive heart of a methuser.

Now if you've looked at the sheets you've probably thinking "well it looks just like every other amazingly compulsive Japanese puzzle game to me!" and you'd be sort of right. But that's just because Japanese software houses are really really good at creating the kinds of self-replicating brain teasers that destroy your sleep cycle. *Bust-A-Move 2* may may work on the "disappearing blocks" format popularised by Tetris.



Columns, *Mean Bean* and every other puzzle game of the last ten years. But it's very different in numerous respects. For starters it depends a lot more on your hand-eye co-ordination accuracy than other games of this ilk. Instead of matching up falling shapes, the player is required to shoot colored blocks (called Bobbles) up the screen from a rotating harpoon gun thing (even if you think you know where you want your next Bobble, actually gunning it into the correct location is a different matter especially when the screen starts to fill up. And fill up it does thanks to the evil machinations of your computer or human controlled opponent on the opposite side of the screen, following the dictates of tradition (the more Bobbles you bust [by matching up three or more of the same colour naturally] the more "bonus" Bobbles appear on the other side. This obviously works both

ways so there's no point just knocking off these Bobbles at a time – you've got to go for the long string combo burn before you're like the despicable ant you are. It all sounds very simplistic, almost limited even, but once you've taken five minutes to get into it, *Bust-A-Move 2* will monopolize your machine for some time to come. Personally if I had invented it I'd charge people to play per level until the streets were eventually flooded with dazed B.A.M. devotees begging for more cash to have "just one more go".

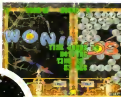
Like all these intellectual type things *Bust-A-Move 2* is a best in two-player mode as humans are notoriously far less predictable and far more prone to sudden mistakes than computers. Plus, of course, there's no match satisfaction in laughing and picking the Vs at your nemesis Saturn. Although it raves stays the. However, even if you haven't got another friend in the world the extreme difficulty of later levels and the one player Puzzle Mode (detailed elsewhere) make it more than worthy of your time. Check it out as soon as you can, but keep it away from your little sister if you've got one!



I don't know how any player could here scream that up. You've only got to line up three. It's not that hard. There's five there.



(ABOVE) Pop heads and heads of bobble and who else. (RIGHT) You might be wondering what of that fuzzy gelatin going on over there is. Well, it's a screen saver which pops up when you blow the game out-lined for about a minute or so. It features your little blue and the opponent going through all their various animations in a storm of bobble. Now very tricky.





Bust-a-Move 2



BUST-A-BRAIN TOO

Sole players of these head-to-head puzzle games aren't quite so well-cared for as their more popular counterparts. Bust-A-Move 2 goes some way to redressing this balance by including a single-player-only Puzzle Mode. Unlike the main game you play against no-one but the clock. Each stage confronts you with a complex layout of Bobbies awaiting destruction. The first few Bobbies you're given to fire at the sculpture are usually right for the job but make a mistake and you're lumbered. After a frighteningly short space of time the top of the level lowers, bringing the whole caboodle down towards your young dragon pup. Quickly! Blast the remaining Bobbies or perish! (See?)



The puzzle mode map allows you to select which areas you wish to in on your way to the end. This enhances the re-play value.



Catchy-looking, bright, enjoyable and addictive, Bust-A-Move 2 is a splendid example of what puzzle games are capable of.

graphics 82

sound 84

playability 91

portability 94

overall

93%

It comes from CDS like this game because it looks like it's played with BATTLE ready.

BY	SPQA
PRICE	£19.95
STYLE	ARADIAN
RELEASE	AUGUST

It's months since we Showcased Thor, but the final version is ready for review at last. And about time too. Do those programmers think we've got all day or something? If anyone reading this is making a game you want reviewed in SSM, be quick about it. Alright?



The might look a little old-fashioned to you – and in certain ways it is in graphical terms it looks set unlike an early go's coin-op. The sprites are large and colourful and the animations (especially on Thor himself) is ace. But essentially, despite the isometric perspective, all the action is flat. And what are you going to do about that, eh? Got a problem, have you? Don't like 2D games anymore or something? Well that's tough on you, kid. The Saturn is one of the most powerful 2D engines going, and Sega aren't gonna stop using it just because you want polygons with everything.

Thor is certainly old-fashioned at heart. It follows in an ancient tradition of sprawling, arcade adventures with huge maps which ask several things of the player: firstly, that they be quick on the joystick and ready to fight off thousands of different monsters without getting all scared. Second, that they use their sharp, honed minds to solve the



varied puzzles blocking the way as effectively as the monsters. And thirdly that they don't mind top-down borbic 2D games.

This might not sound as immediately exciting as the obvious high-adrenaline thrill of

NIGHTS or something, but long-winded adventures have a habit of being more involving and rewarding than many faster-paced titles. Thor really avoids the common adventure trap of Plot Fatigue, whereby players grow so weary of their "quest" the game is consigned to the shelf forever. This is because Thor features numerous sub-plots leading up to the main confrontation at the end of the game. The first thing you're ordered to do is track a number of magic elemental spirits which embody natural forces such as fire or water or something. Without these it's impossible to complete the game. However, every so often a new mission makes itself known, the first being to save the life of a dying villager. Once these objectives are fulfilled the next part of the game is opened up, and you're free to explore for more elements.

Even once you've gotten the hold of all the aaaa (since you need the aaaa size of the game map [which is very big indeed]) means the main meat of the matter is still nowhere near a pushover. This is where Thor again learns from the mistakes of games gone by, making each

territory of the environment look very different, so it's easier to remember where everything is and how it fits together, as well as making the game an awful lot less boring to look at.

What of this questing and the fantasy setting might be a little off-putting in concept. Thor actually plays very well. The main character is equipped with enough special moves to rival most beat-em-up characters, along with a whole massive stack of collectable weapons concealed along his path. There are tons and tons of various enemies to waste, from giant rats to zombies and beyond, along with periodical bosses and weird dangerous platform arrangements to tackle. The puzzles usually work along simple mechanical lines, requiring you to push something somewhere or fire a well-aimed arrow, as opposed to the more cerebral riddles following you may expect from the genre.

It can't be said that Thor is an essential purchase, as it's currently overshadowed by a few corking box-a-file classics, but if you like to see value-for-money from your games,

This is definitely a title you should check out. Arguably underrated in some depth of gameplay and a challenge to last longer than a week-end should certainly get off on it.



8.5



Well, if that's not a class I don't know what it is. So on last, don't just stand there staring like a bobbin. Go on, get into the Earth and look for the Fire Spirit. Bye-bye, Puk.



That's the Fire Spirit in action there.



Story of Thor 2



Wack, these infernal Thors for the loo! Heh, I'm there.



Never mind those blazing eyeballs trailing around - get your good new trappers set of that water. And you'll rule your shoes.



LOTS AND LOTS FOR US TO DO

This is a prime example of one of those games where the designers sat down at a planning meeting and thought "Right, let's make him do everything!" As a result Thor is a pretty much equal mix of platformer, beat 'em up and RPG. You'll need to converse with villagers and villains along your travels to find out where to go next; you'll also need to solve numerous puzzles AND, as if that isn't enough, hack the beholders out of hundreds of evil reactors. Some of the evil monsters are really scary, too, because of their creepy animation. Anyway, if you think you can manage that, don't forget your hand-eye coordination, because you'll need all of it to tackle the crypts and cliffs that make up Thor's world. *Kitchen sink sub-game not included.*



Are you Lenny? Thank, we did intend on T an' Thor, & I'll like to tell.

Well she must be a pretty crap fortune teller if she doesn't know who you are. Mystic Nya, sure like.



A superb blend of action and puzzle solving. Thor walks a well-trodden path, but in far wicker shoes than most of its contemporaries.

graphics	80	overall
sound	78	
playability	88	
value	92	
		89%

TYPE	US GOLD
PRICE	£49.99
STYLE	SPORTS
RELEASE	AUGUST

Ah, the summer season is upon us once again. And in addition to the usual japeries of Wimbledon and cricket, this year, there's the added bonus of the Olympic Games. Lunch boxes at the ready, potato heads!

people who relished that title and missed every other Olympic game since then. So you've got to accept that they know what they're talking about.

However even with the considerable weight behind them, this is still US Gold's first Olympic outing on to the Saturn, and with the being so big and everything, you'd expect it to look and play differently from previous titles. Which is just as well because it does look a lot different. Although it plays pretty much the same, which works just fine because there's only so many ways you can implement running or swimming on a console. And the graphics? Well, they certainly look different enough, although note that "different" does not necessarily mean "good". Yip - in the looks department, this one seems a bit of a dog. The stick-like characters in this aren't a patch on the huge, detailed figures of Sega's Athlete Kings. And the backgrounds, at times, are utterly laughable - there's barely a detail at all on some of the indoor, full blocks of colour that pass for the sky or an indoor environment.

Luckily though, the gameplay still retains all the playability that the Olympic game series were fond and the choice of events remain roughly the same too. Which means you get a lot more immediate satisfaction with this than you do with Sega's Athlete Kings title. For instance, there's a Archery shooting and swimming, none of which makes an appearance in the Sega title, and all of which provide immediate entertainment, without having to learn how to master loads of awkward controls. This makes Olympic games closer in style to something like Truck and held on the PlayStation although it has to be said that it's not a very good

copy - it's loads more jagged and just not as much fun overall. But then, there's nothing really like this on the Saturn - Athlete Kings has different events and is played in an entirely different way. But although Olympic Games has most of the playability required to make this sort of game really enjoyable, it lacks any of the panache that's so obvious in Sega's Athlete Kings. Why some people would even go so far to say that this looks downright messy. And unfortunately they'd be justified in saying so.

At the end of the day if you wanted to make a choice between this and Athlete Kings, you'd probably go for the Sega title, simply because it has more depth and there's more things to learn from it. And look wise, there's no way that this can compete with Sega's game - this tries to do too much in that it wants to be all stylised, 3D, and makes everything look a bit clunky in the process. Still, it's quite nice to play, and if you just want something to challenge a few mates with, it may just be the thing for you.

SAW

Yep, any day now, if not already, your TV will be invaded by the world's best athletes: pounding, splashing and roaring their way to sweet victory. But what are you supposed to do if you're a bit weedy at sport, apart from buy in loads of junk food and watch it on the telly? Well, you could put your name in one of US Gold's festival of characters in their Saturn rendition of the tournament, and we beat the living daylight out of everyone that way. Or you could just sit there and cry about being crap at sport. It's up to you really.

Anyway US Gold's Olympics is a different to that instead of replicating one tournament (ie. the decathlon), they've selected 15 events, which in their opinion are the most exciting challenges in the tournament. And heck, they should now what those best events are after all, they have something of a tradition for producing Olympic stars who remember Olympic games on the Megadrive and

and Master System and Game Gear? It was really one of the best games available for the console at the time, especially in multi-player mode. Well, US Gold were the



TEAM SELECTION

There's fifteen events to participate in, although they're not all the kind of events that you'd naturally presume to be high profile. However, the chosen events are definitely the ones that work best in a game environment - imagine how boring the marathon or men's gymnastics would be.

Probably the most tricky event to master in this one is the Pole Vault, which requires split second timing to really work, followed closely by the Discus, another difficult event to get used to. As for the others, well, they're not too hard to master at all, although at times it doesn't really feel as if you're in control of what's going on - the computer almost seems to do it all for you. This is especially true of the archery event, which is really easy to get used to.



Olympic Games



Now, look at him all on his own. At the Olympic level, come on everyone, give him a bit of a clap.



One thing that we have reason to resent the olympics for is the quiz show, Going For Gold. Just you think about that for a while!



Personally, I wouldn't say that winning is the most exciting Olympic event, although it works really well in the game.



HANDBALL



LONG JUMP



POLE VAULT



PISTOL



SKEET SHOOTING



SWIMMING



TRIPLE JUMP



WEIGHT LIFTING

By no means a classic, but still good fun, especially in multi player mode.

graphics	75
sound	76
playability	81
fantasy	79

overall

79%

BY	VIRGIN
PRICE	£54.99
STYLE	SPORTS SIM
RELEASE	SEPTEMBER

Virgin's **NHL Powerplay Hockey** is only the second ice hockey sim to appear on these frosty Saturn shores, facing off against Sega's equally official **NHL Hockey**. Is it going to make a **cool impression**, or is it destined to **slip up** and cling embarrassingly to the edge of the rink?

Sitting here in our sweltering second-hand office, I can think of nothing more satisfying than lying down on an ice-coated floor and, quite literally, chilling out. What doesn't appeal so much is lying there while seven-foot-tall, twenty-stone blockers come skating towards you in full body armour with big sticks in their hands. Of course, the strange thing is that such psychopathic behaviour is one of the major attractions of ice hockey. But one again, it's sports stress to the rescue, where the worst injuries and bodily mutilations you can expect are a couple of blizzards frozen or a touch of cramp in the wrists.

First, *Powerplay Hockey* is only the second ice hockey sim to make it to the Saturn, the first being Sega's *NHL Hockey* another officially endorsed EA Official endorsement means that all of the teams in the American hockey league are included, and their respective players and team talents replicated.

Powerplay Hockey also features the full glut of international sides as well, so there's an even greater choice of teams to play for or against.

Like Sega's *NHL Hockey*, *Powerplay Hockey* uses some impressive 3D graphics. However, with

its advanced motion-capture techniques, *Virgins* game plays smoother than Sega's title. The characters move in a more realistic fashion. In addition to this, *Powerplay Hockey* has been programmed using a sophisticated form of Artificial Intelligence, which in short means that the players are capable of adjusting to just about any situation. Be it a sudden offensive foul-up or an attack on the break. This makes for some real-life action, and it also means the more you come to understand the game and its various tactics, the greater advantage you can make of this facility.

It seems hardly worth mentioning the fact that *Powerplay Hockey* comes with loads of stats - I mean, it's a sports sim after all. But what's smart about the stats and tactical options is that they're presented in such a way as to be understandable to those of us who are complete ice hockey ignoramuses. Each strategic option is explained in terms of its pros and cons. Among your tactical options are things like the chance to go for a fast breakout, the disadvantage of which is leaving things a bit sloppy at the back. Or how about playing with a 'retentionist' defence where there's plenty of banging and checking, the only drawback being the likelihood of collecting more fouls and starting the bad fight.

Once you've got the hang of the game, there are options to play a season, in the play-offs or in an

international tournament, although with the exhibition mode you can get international teams against national ones. All in all, *Powerplay Hockey* has got just about everything right down to some excellent sound samples of skates on the ice, slapshots and echoing announcements over the tannoy system. You can even play a sleeper game, you and your chums forming an indie team, something which does a lot for the longevity of the title.

One of the few negative aspects of *Powerplay Hockey* is the lack of apparatus to fiddle with the viewing angle, something which is by and large, a standard feature in sports sims these days. It means that on a few occasions it was a bit difficult to follow the pack, but then that's as much a problem with the real game as anything else! I should also offer the obligatory warning, while non-enthusiasts will still enjoy *Powerplay Hockey* [just as they have enjoyed EA's series on the Megaworld], some time spent getting to grips with what the game is all about is essential if you're going to get the most out of the game.

ROB



Should this be the last right corner of the screen, it says that Rogers has a powerplay. There are only 42 seconds left to utilize it, so they need to make the most of this time, etc.



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WHAT'S IN A NAME?

So why call it *Powerplay Hockey* then? Well, apart from it sounding pretty damn hard, it refers to a part in the game when one team has a limited period of powerplay. This means essentially that they're over-stuffed and as a result can sustain pressure on their opponents, and with a little perseverance, score a goal.



NHL Powerplay Hockey



In the replay you can zoom in to see just what happened.

Jag is on for a goal...this is when the rest of that playlet



More or unlike games, *Powerplay Hockey* balances the full range of intricate stats and options for you to enjoy. The coach team editor lets you design strategies, and there are individual player stats so you can boost the inefficient.

Just like the EA series on the *Negative*, *Powerplay Hockey* offers *Sators* owners with the ultimate for hockey experience to date.

graphics	88	overall	86%
sound	87		
playability	85		
accessibility	86		

you buy it.

£3.49 for three evenings





SHINING WISDOM

PLAYER'S GUIDE



Straight in at the top of the charts in its week of release, **Shining Wisdom** has finally arrived – albeit three months late! This month sees the start of our **players' guide**, so don your hooded cloak and get your magic wand at the ready – **it's going to be a long journey!**

The first part of the game requires very little brain power at all and basically acts as an introduction for later events. You'll begin the game by being forced to listen to a lecture from your family. And being the rebellious type, you have to knock grandpa out of the way if you want to escape from the house. To do this, tap X repeatedly and if you manage to get the acceleration right, you'll knock the old man over. On your way to the castle, simply follow the signposts that are planted just about everywhere, and when you do finally reach the city, listen to the old lady who will unlock all of the city doors for you. Stock up on items at



Thank for me a favor!
Before you go, please show me your demonstration skill!



Oh, welcome, Princess Sirene!
We are so glad that you could help us.



Oh, our uninvited guest is a bit stronger than we anticipated...

Oh, I sense a big fight is only moments away. Don't miss a chance, see before they find you. These things are pretty tough.



I heard the story from Sirene's SPYER, your deeds were honorable and courageous!

this point, particularly on hazing herbs, sacred books and angel wings. This makes your way into the castle, where you'll meet your partner, Alfred and also someone who knows your father. Go to the knights' quarters then rest up to replenish your energy.

The game begins again when you're on sentry duty and an intruder manages to dig into the castle. Follow him all around the sub-level (and collect all the treasure you can) but don't try to jump over the third lava pit as he does. Instead, use an angel wing to get back outside.

While back on sentry duty, you're ordered to guard the princess. It's a good idea to take a "rest" at this point! While on guard, a goblin appears who lets off a sleeping gas capsule which knocks you out. In the meantime, he kidnaps the princess, and you'll be required to negotiate the royal crypt to get her back.

ROYAL CRYPT

There's actually two parts to this level, and apart from the odd enemy it's basically an excuse to tool up on some of the treasure hidden within the catacombs. You'll have to go the whole way around the level to get the best stuff and you'll have to solve some pretty basic puzzles (like shining statues out of the way too). When you've finished go back to the entrance of the cave and step down on the floor to reveal a new level. This is the second part of the crypt. Again, pick up all the treasure you can find and push any statues that you come across. Eventually all the passages will open and you'll come face to face with the elves in their den.

Unfortunately, there's a bit of tricky going on here, as one of the elves has pretended to be the princess in order to fool the king. They suddenly discover that you're spying on them and decide that you'll have to fight their boss, Bambo. However, he's quite easy to get rid of, although the elves will release the gas once again, which sends you to sleep. They promptly turn the princess into a swan and split



Bring Pika a new item.
He'll give you a reward.
Your night shift begins!

Replenish your energy here whenever possible.



VALE OF GUDO

Go back to the king and tell him the bad news. He'll send you on to Gudo, and it's a pretty long, but straightforward run to get up there, with plenty of treasure to be found along the way. Once there, you'll find that you can't make any more progress until you have located the magic hands. They can

be found in the lost forest, but you must make sure that you wear a pair of slide boots so that you can slide underneath logs while in the forest. Head for the bottom-left corner of the forest, where the water sections begin—the magic hands can be located there. However, you

can't get across the water, so use the turtles as stepping stones by locking them into the water. Once you have the magic hands, you'll be able to find a bowing glove on the switches in the Vale of Gudo. Return there, stomp through the floor, and flick the switches. You'll now face the boss. Use the hands to defeat this relatively easy monster. Simply stand in the middle of the floor and let the monster circle around you—this way, you can hit him all the time. As soon as he's destroyed, a fairy will hand you a whizzing shell. But what's it for? And, instead, how close are you to locating the princess? What else could possibly obstruct your cause? Well, for the answer to that, you'll have to tune in next month when we'll be bringing you the second and final installment of this guide.



VALE OF GUDO-LEVEL 1



If you already have the magical hands, hit here, and a bridge will appear. Pretty good, eh? Use our word for it.



If you haven't got the jump shoes, you can't jump any further than this, because you won't be able to get by.



VALE OF GUDO-LEVEL 2



So slide, bro! They get to the chest here, where they will be waiting for you. Simple as that really.



Now every monster ghost runs. Use the booting gloves to get rid of them, which isn't too difficult.



After stomping through the beginning of the level, you'll reappear here. Go through the door straight away.



Tips



Before each both players play for free. That's because the freeplay cheat below has been entered. It gives you free play.



The best tip about Classic Sub-Zero is that he's got his old four freeze move. Just roll the pad from Down to Back and press Low Kick to activate it, then feel the other fighter take shrapnel into it. He'll 'em while they breathe!



ULTIMATE MORTAL KOMBAT 3

In time for the official release of the game, here are the three Ultimate Kombat codes to access the three hidden characters. After the game over message has disappeared, on the Ultimate Kombat screen enter these codes in the same way as ever before. Just move the box on by the number shown by pressing the corresponding button that many times.

Enter
Classic Sub-Zero
Mileena

986-140
760-120
700-707

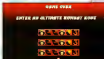
To put the game in free play mode go to the skull screen and press Up Up Right Right Left Left Down Down on controller 2.

When the game starts as Shao Kahn laugh! press Down Up Left Left A Right Down to make him say a quote instead of laugh!

When the game's been completed on the hardest setting and all of the treasures are displayed on-screen, go to the far right and tap 8 right twice more to get an extra option!



Whenever it's Game Over and your costume line runs out, this screen appears. Enter the code with the X, Y, Z, and A, B, E, buttons.



The codes don't save the characters to memory, so you have to do the cheat every time you

OPERATION BLACKFIRE

Another cheat to add to last month's selection. Go to the title screen and press Start, then press Z, A, Z, A, B, A, B, X, C, A, C, A. This will let you watch all of the FMV sections from the game.

NIGHT WARRIORS

Just a little pointless cheat for you. To have it so that the screen stays bright when paused, go to the options and highlight Screen Size, then press A, C, X, K Up.



Now you can pause the game and have it look like this.

PANZER DRAGON ZWEI

To speed the game up to double, go to the title screen and press Left, Right, Left, Right, Up, Down, Up, Down. Now when you play the game will be extra fast and harder than before. To be honest, we couldn't get this cheat working properly, but loads of people sent it in. Have a go.



THE NEED FOR SPEED

To get the hidden and ultra-fast Warrior car as well as the hidden Lost Vegas track, enter the Tournament code TS19NS. Also, to turn all of the tracks slippery (Rally Mode), hold the L+R buttons when selecting a track. The track textures will now look slightly rougher than before and the grip will also be lowered, making it easier to power-slide.

TITAN WARS

To follow on from the secret codes in Issue 3, these should be entered in the same way. Pause the game at any time and press Right, Down, Down, Left, then key in one of these sequences to get some wacky modes!

Guidable Weapon

Tracking Weapon

Herds Level

Le Chowder Level

Frost Byte Level

S&B Tripple Level

Detonating Weapons

Rally Mode

Video Test

R, A, Left, Left

Left, A, Down, Y

C, Up, Down

Y, Down, Down, Up, Right, C

R, Up, Right, Right

R, A, Right, Start

Down, Up, Down

Right, A, L, L, Y

Up, C, B, A, Down



Unfortunately, the Frost Byte level isn't really as exciting as the heading warns on the left suggests.



This is the guidable weapon. Shoot it, then move the pad to move the laser ball.



What's the Le Chowder Level all about?



These Crystal Byzantiums guys are her-sec! None of their cheats make any sense, and this one's just the same.



Here's the secret Herds level where you're supposed to kill the cows. You can also kill the Herdings to make them explode like tomatoes, so they add to the Herds. Also, the original game saved effects are here - like the annoying here sound and the yelping Herdings.

This month sees the start of this section dedicated to tips from old (ish) games, so you can get the most out of all the titles that you bought ages ago. We should cover most titles, but if there's a game that you need a cheat for, send your request in to **WIZENING OLD TIPS**, at the email address - it sure beats phoning an up of day long!

SEGA RALLY

To access the lakeside track, you must come first in all of the other races. However to do this in a slightly easier way, press X and Y simultaneously on the mode select screen.

For a minor mode, hold Y and press C on the game select screen.

To access the hyper car mode, hold down X and press C to choose a car on the selection screen. Your racecar will automatically be set to hyper car mode.

To select the Stratos (Place first) in reveal mode on championship mode (one lap), a new car will automatically appear on the car select screen. Alternatively, press X, X, Z, Y, X on the like mode select screen.

To race against the Stratos, activate the Stratos cheat above, then hold the Z button and press C to choose the course. Keep holding Z until the game starts.

To get a hyper car, hold X and press C while choosing a car. The car will automatically be set to hyper car mode, enabling you to go faster.

To zoom in on the end sequence, hold Z and press Down, then press L or R to zoom in and out.



DAYTONA USA

To play as the horse, set the difficulty level to normal and on the mode select screen, select Saturn mode. Place first in each of the three difficulties on each track. After winning the third track, scroll down on the select screen until you find the horse.

For Karaoke mode, set the number of laps on the option screen to normal. Exit the options and choose arcade mode. Then while selecting a course, keep pressing up and choose with button C.

For a more varied music selection, choose Key Assign on the options screen, and choose type B for the controller setting. While choosing any track and any car, press and hold A, X, Y or Z, depending on the music you want to play. Hold the button until the game starts and listen to the song that you selected.



To get a rocket start, hold B when at the starting grid of the Advanced or Expert courses. Now press and hold Accelerate. While accelerating, keep the spurs between 6000 and 7. When the race starts, keep holding the accelerator.

To make Jeffy do stupid poses on the expert course, drive up to his statue and stop in front of him. Press the X button repeatedly and he'll turn and vibrate on his head.

To hear old soundtracks, finish any race on any track. When you input your initials, try SH (Space Hammer), AB (After Burner) OR (Out Run). Try any other initials, but use two letters with a space between them, eg. VFI.

To play as the horse the easy way, hold up left, A, B, X, Z on the title screen, then press Start. You can now choose the horse.



For a helicopter view, choose Saturn mode. Then select a track. Hold down start as you choose a car to race in time-lap mode. When the race is finished, watch the replay. Then press R at any time to see the race from a helicopter view.

To change your speed to kilometres, hold down x/y/z on controller 2 and hit start on controller 1.

Draw another car closer to you by holding down the Z button. This should make it easier to pass your opponent.



Get your copy of Daytona to do loads of really weird things!

FIFA '96

To use any of these cheats, start a game, pause it, select OPTIONS, then enter the code. You will hear a click if the code has worked properly. Then, exit the options menu, then choose RESUME GAME. The cheats should then be programmed into the game.

Invincible walls	8882AAAZ
Curve ball	2AAZ88
Super Power	2AZZZZZZZZ
Super Goals	AAAAZZZZZZ
Super Offence	AAAAAZ88
Super Defence	ZZZZ882
Shoot out	AZAAAZ
Awful Team	AZAAZ8
Dream Team	AAZZ8AAA





CLOCKWORK KNIGHT 2

For a stage select: Press right, up, left, up, right, up, down, up, left, up, left, up on the start screen.

For egg lives: Press right, up, left, down, right, down, right, up, left, down, right on the start screen.

To watch the end sequence: Press right, up, left, up, down, up, right, left, up, right, left, down on the start screen.

For access to the hidden main game: Press up, up, right, right, down, down, left, left, up on the bosses game menu.

To get the hidden movie, finish the bosses game with a ranking of expert or master, then go to the movie menu. Movie 10 will no longer have a 711 on it.



Play whichever level you like! Whichever you like!

FIRESTORM: THUNDERHAWK 2

Passwords for all levels: (0 is letter o, k is number)

SOUTH AMERICA - ARMS RUNNING

- 1 1qkRfCYQBDU7Q
- 2 1qM-HMCYURDVRJA
- 3 1qgHJcEh8DvUcQ

SOUTH AMERICA - STEALTH DOWN

- 1 JKkHJFCBQSDVNA
- 2 JKqJzFCNMPDTH
- 3 JTHUNCCQFDQSQ

PANAMA CANAL - CANAL CRISIS

- 1 JzFpXCTBFDqg
- 2 JzRyTQrVUcTSDa
- 3 JzDQUC8KPRhg

CENTRAL AMERICA - RECAPTURE TOWN

- 1 JBRQCUCFDa
- 2 JDRVCLDNPSEI
- 3 JSDNCCWRNFEEA

EASTERN EUROPE

- 1 JXSRNCMMNAPSEI
- 2 JXDRPCBRHFSBA
- 3 JXWgPCARBFHMI

MIDDLE EAST - RECAPTURE TERRITORY

- 1 JHqgPMJFBEHEA
- 2 JGJgVSLUMFTMA
- 3 JPHgRNIHYLWFDK

MIDDLE EAST - OIL DISPUTE

- 1 JFWKXNTjgVWVf6a
- 2 JCKXENdUgYpSPQ
- 3 JGJgRNDgJ8FQCQ
- 4 JUVXNDdKj8FVKA

SOUTH CHINA SEAS - PIRACY

- 1 JzqRNDdUgYUFI
- 2 JzQpRNDgC88FTL
- 3 JzXDRNDH8FQBA

END SEQUENCE

1UNqjNDTGEFOa



Get through to any level with the codes on the left.

VIRTUA COP

Once you've completed cop in normal mode you'll be able to access the following options:
Ranking mode - records how far you can get into the game without losing a life.
Mirror mode - flips all the scenery and the directions from which the enemy comes from to play ranking mode without finishing the game. When the Sega logo appears on the screen, hold down C and press up, down, left, right. You will now be able to access ranking mode.
Gun select, to select whichever gun you like best for the AMX screen, then hold down C and press down, up, right, left, up, left, right. This will allow you to turn the gun select on. During the game, press and fire outside the screen to change guns.

SEGA

Put your skills to use this screen appears, it won't work any other time.



Use yourself controlled gun power with the choice on the left. Not down completely to us when you finish the game really quickly.

COIN OPERATED

We've been following the progress of Virtua Fighter 3 since the first screenshots were released almost six months ago. There was no doubt that this was going to be one of the most amazing games ever created, but until the finished version appeared, we had no idea of just how big it would really be. Luckily, the good-as-complete version is now upon us. And the verdict? Absolutely stunning!

On July 29, Sega of Japan held a press expose for the hottest of new arcade games: Virtua Fighter 3. Yu Suzuki, the head of AM2, was on hand to show the game to specially selected guests and, of course, SEGA SATURN MAGAZINE's Japanese correspondent was invited to this most prestigious of events. Held at the PD exhibition centre in Kamata, a few minutes away from Sega's developmental offices,

the venue is the perfect test site for new arcade projects.

The centrepiece of the event was Yu Suzuki taking the stage to dem0 VF3, accompanied by some very attractive Japanese ladies (who also happened to be VF3 pros). Representing the fans was a guy known only as Shinguku Jacky. He's one of Japan's finest VF players (presumably specialising in Jacky) and he interviewed Master Suzuki, asking all of the sorts of questions that VF fans would want to pose if they were in his position. In fact, he works at the renowned JOYFULS Sega amusement centre and is a celebrity in VF circles. His full interview will be printed in full in next month's SSM.

After the stage show was complete, the VF3 games testing began. The units were set on freestyle and, although scheduled to depart, Master Suzuki returned to gauge reactions to VF3 and to take up the challenge for a bout with Shinguku Jacky. The rules for the players were simple: every machine had a queue and once you got to the machine, you played opponents until you lost, whereupon you were sent to the back of the line. Sega engineers were on hand to assess the performance of the hardware - if it was less than perfect, they tweaked the machine until it was fully functional.

After four hours, the power was cut and the assembled masses were expected to vacate the building. However, dedicated VF fansatics were glued to the machines even though they had been turned off. In truth, they were copying down the moves lists on each machine, but with 14 moves revealed for each of the 12 characters, they probably did it quite briskly in time.

In short, Virtua Fighter 3 is a quite moment. The Japanese now know it and as soon as it arrives over here, UK gamers will bear witness to a revolution in arcade gaming. In this month's Coin-Operated, we intend to stick to the basics of VF3 and reveal the main changes. While next month we shall go to town on the huge levels of detail evident in VF3. Stick with us and you shall realise why Sega remains the most powerful force in videogaming today - and for the foreseeable future!

VF3 NEARS



The texture mapping is completely different to VF2 - probably the best EVER used!



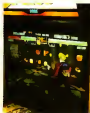
WHAT'S NEW IN VF3?

As well as completely redesigning the graphics engine and introducing two new characters (whom we've covered before in SSM), what's new with VF3? Why is it going to be such a quantum leap in arcade videogaming? Read on.

THE ESCAPE BUTTON

To really enjoy VF3 you'll find that this button has a strong influence. For those not yet familiar with its operation, it is commonly thought of as a sideways shift but, like similar to the air attacks used by Lion and Shun in VF2. However, this has been improved by allowing you to punch or kick during the manoeuvre in the so-called "transposition".

Furthermore, in actual fighting it's very effective for close combat offensive moves. For example, in the case where your opponent is delivering a barrage of punches, as with Lion you had to suffer the blows by using the guard button and try to use your best judgement as when to try and get a blow in. Now with the escape button, instead of defending with guard you can use the escape to both deflect and approach your opponent offensively to get your own attacks in. This kind of play is more positive. By including this, those players with sharp judgement and perception have the scope to increase their chances of victory. We believe that with this method the beginner has a better chance of winning over the veteran VF2 masters.



COMPLETION!

TERRAIN LEVEL ACTION

In the situation where you send your opponent flying with a mid-air combo descending down an inclination means the time it takes you to land increases allowing you to get in more hits during the mid-air combo. Also rising up towards an upwards sloping surface decreases your time worsening the number of hits you can make in your mid-air combo. Conversely there is a tendency for attacks like Sarah's mid-air kick to regard to light characters, depending on the opponent's body weight to be almost ineffective. VF3 has also inherited this problem but with undulation two things can happen instead.

Because of the undulation the way to use combinations has changed so you'll need to adjust to the new fighting system quickly. Also in the case of a pounce attack from a high place the difference in height between you and the opponent increases the damage proportionally. Using your skills to position yourself above your enemy will make your attacks much more effective. The use of undulation in the fight encounter area becomes one of the most important strategies in VF3.



VF3's new character, Icha, shows off in the all-new fighting arena.



Look, it's Icha in the character select screen!



STAGE DESIGN

Unlike previous games that have a rather artificially rigid looking stage, that feel to them VF3 has a much more natural looking design. Anyone looking for such obvious boundaries in VF3 is going to have to look very hard because now all stages have an open sensation giving one a feeling of freedom. It really does look like you can go anywhere. In reality, carefully positioned natural features and building objects prevent such wanderings. After all, if they didn't, it would turn into an RPG! However, the design is such that one never feels that anything is getting in the way, rather that one is in natural harmony with the surroundings. In addition the new addition of the Undulation (Terrain Topography) adds even more incredible realism. All stages have been carefully designed to be a little higher than the immediate area so that the camera can swing around and look down and around the characters. Some levels even allow you to jump down ledges, walk up steps or wade through water. Each level has its own distinctive layout so each one has to be mastered. Before, players only really had to worry about selecting the character they could fight with best!



NEXT MONTH

"We will continue our efforts day and night in order to get the game balance right. I hope that everybody will look forward to its release!" Yu Suzuki on VF3. Full interview next month! Plus full descriptions of the amazing levels and why the backgrounds are now as important as the fighters themselves!

NEW

BY	EA GOLF
PRICE	£39.99
RATING	★★★★

These two of football games out on the Saturn. Some of them, like Euro '96, are absolutely brilliant. But with football being very high profile in England this year, there's been a few more releases than usual. And some of the ones just aren't what they seem. For instance, on the surface, this football one may seem a bit strange. After all, football at the Olympics isn't exactly a high profile sport - there's

no well known players and it's not even shown on TV. But luckily, that seems to have no bearing on this title, which gives the biggest, slicker titles more than a run for their money. In fact, the gameplay in this release is a damn sight better than the stuff you'd find in most football titles at the moment.

Olympic football harks back to the (good old) days of games like Sensible Soccer where it was the gameplay and not the graphics that counted. Which is just as well really because in the looks department this title isn't up to much. But, play it for a while and you'll find it really enjoyable. It may not be up there technically with the top releases such as Euro '96, but people who preferred the old style soccer sims will absolutely love this. Well worth checking out if you're after a new football title.

OLYMPIC SOCCER

GAME OF THE MONTH
SEGA SATURN MAGAZINE



BY	EA
PRICE	£39.99
RATING	★★★

Road Rash has enjoyed a long and successful run on Sega systems, consistently managing to rate very highly amongst gamers favourite titles. But that was around three years ago. Since then, Road Rash hasn't made it on to any Sega systems, and the only version that was knocking around was the excellent 3DO title. It's certainly taken EA a long time to get round to converting the game to other systems, but luckily, it's this version that makes it on to the Saturn and into the shops this month.

Unfortunately this neither matches up to the 3DO version of the title, nor provides any of the brilliant high speed action seen in the other Road Rash titles. All the basic elements of Road Rash are in there - there's the usual array of various, different terrains to race on, plenty of weaponry to use, there's even music by people like Soundgarden and The Smokey Robinson Band. But in this case, it just doesn't seem to come together in particular without a two player mode, the whole title feels really dated, especially as minimal effort seems to have been made with the graphics.

This version of Road Rash simply exploits the series' excellent reputation, and is unlikely to even please fans of any of the previous games.

ROAD RASH



Well, it's Road Rash alright. But is it good?





OUT NOW 

SLAM 'N JAM

BY	DAVE
PRICE	£39.99
PLAYERS	★★★

And so begins the avalanche of Saturn basketball games. Top, there's going to be a fair few released over the next few months, and this one is certainly likely to be the first one to come under the reviewing microscope. If it had arrived later, it would have been subjected to comparison with all the other titles (see elsewhere in the issue). But even on its own, *Slam and Jam* doesn't really have much to offer in the way of addictive basketball action. Sure, all the bits and pieces that you'd expect to see in a basketball sim have been included (player stats, two player options, etc.), but somehow these elements don't gel together into a brilliant game.



Lots of zooming in zooming out action here folks. But does all this add to the gameplay? Or does it make it confusing?



One of the right bits and so each may please fans of basketball titles. But everyone else may find it too fiddly.



BY	TEL STAR
PRICE	£39.99
PLAYERS	★★★

STARFIGHTER 3000

Having been in development for almost two years, you would naturally expect *Starfighter 3000* to be a bit special. And being that, you would have at least thought that it would be a perfectly adequate game. And in some ways it is. On a first play through, you'd be forgiven for thinking that this isn't worth picking up more than once, which is entirely the fault of the lacklustre, blocky graphics. After a couple of plays though, it does get better, even if you do have to spend an age getting used to the awkward controls. Actually, after a while, gameplay even makes up for the game's poor appearance and goes as far to make the title pretty enjoyable. Sadly though, there's loads of great 'em ups on the market that are better than this, and as such it's only likely to appeal to complete shoot 'em up freaks.



As you can see, this is the plane you get to fly in *Starfighter 3000*. It's not a huge kind of way.



OUT NOW

Pro Pinball The Web

BY: EMPIRE
 PRICE: £39.99
 RATING: ★★★★★

It isn't something of a plot of pinball titles, or the state of the economy, when we'd wonder if there's actually really space for more, think, no. Because the unfortunate thing about all games is that they all have underneath the same. See, the tables might be different, but ultimately, all you're doing is looking a small after - all around an expense of what's the job actually does.

The Pinball, which is a real pinball and very nice to look at, falls into the above category with the only difference that it's a real pinball, but it's not doing anything that we haven't seen done before. It's a real pinball, but it's not doing anything that we haven't seen done before. It's a real pinball, but it's not doing anything that we haven't seen done before. It's a real pinball, but it's not doing anything that we haven't seen done before.



It's all in the...
 ...
 ...

Sea Bass FISHING



BY: EA
 PRICE: £19.99
 RATING: ★★★★★



As you're in their right mind...
 A world have thought that fishing was far too tranquil a sport to convert to the screen. But all those people who are already yawning at the prospect of catching silicon trout are WRONG. Because this is actually pretty ace game, even though on first impressions it may seem like a strange choice for the console. Basically, everything that you'll find in the real fishing game is replicated for your pleasure in this sim - you get to choose your reel, hooks, bait, etc. then take to the high seas to catch a variety of fishes. Once on the line, you then have to wrestle with the tide and the fish to

haul it out of the ocean and on to your plate. Doesn't sound that thrilling, does it? But, aka, that's where you're wrong (again). Because despite sounding like the most boring thing since real fishing, this is actually, pretty enthralling stuff. In fact we've wasted away hours on this title in the search for the perfect fish. Perhaps not for everyone, in fact, definitely not for everyone, but a good laugh to play after a night in the pub (with friends that is, not on your own)



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Treasure are one of the most respected developers in Japan, bringing a huge amount of originality, technical excellence and good old fashioned gameplay to their titles. Games such as Gunstar Heroes, Dynamis Headdy and of course the newly released Guardian Heroes are all hardcore examples of gaming excellence. Usually quite shy, SSM tracked them down for a one-on-one interview courtesy of Sega of Japan.

SSM When did Treasure form?

Treasure June 1992

SSM What basic principle do you stick to when creating videogames?

Treasure Just to create games that everyone can enjoy

SSM Treasure has developed just for Sega machines as well as the Megadrive and the Saturn - why did you only yourself with Sega only?

Treasure There's no reason why we chose the Megadrive however our first game was Gunstar Heroes and no other hardware could produce the smoothness of the sprite movement at the time. It's not so much the reason why we chose it more the reason why we kept on using it. As for the Sega Saturn we've been using the Sega hardware up to now so all the team are Sega.

SSM Treasure's games were technically outstanding compared to other Megadrive games of its time. How were you able to make your games look better and play better than the competition's?

Treasure It's difficult to say which aspect, above all we put our effort into. For example, the designers are very precise and accurate. Basically each person uses his skill to the best of their ability. I'd like to also state that it's not the company but each person's ability that is reflected.

SSM How were you able to keep on many sprites moving so smoothly on the Megadrive?

Treasure With regards to the characters, the design is the most particular about the movement. To be done they use various devices. As for the bosses by using small portions it's possible to have a wider range of movement patterns. In addition we use special programs to keep the portions moving smoothly. It's our desire to keep the characters' movement as close to real human movement so that it's natural and smooth to the eye. It's nothing technical, just endeavour.

SSM Do you think that the concepts for games have become more original since the advent of the Sega Saturn or are they basically the same?

Treasure At Treasure we believe that tradition staff isn't the absolute. You should produce games to match the hardware and make good use of the Saturn and the Mega Drive's good points respectively.

SSM Treasure's games have always been different from other companies' games. Why is that?

Treasure We don't want to be like other companies. If we do, we'll no longer exist. We want to make original games.

SSM Just about everybody else in the development field has concentrated on polygons and 3D games for the Saturn. Why did Treasure decide on a 2D sprite game?

Treasure Treasure has built up a tremendous knowledge of 2D sprite know-how. It's an asset that we wish to continue using.

SSM The market is very much dominated by 3D games now - with that in mind, did you not think it risky to produce a 2D game? If not, why?

Treasure No we didn't think it was risk. In fact the risk is in trying to make a new game. There's a lot of companies that have tried and failed to make successful 3D games. Besides, 2D and 3D games can exist along side each other. I don't think that every game can be 100% 3D.

SSM Tell us a little about your relationship with Sega and how it affected the development of Gunstar Heroes?

Treasure Sega respect Treasure's experience and integrity so didn't advise us during the development stage. However, towards the end, Sega, with its in-depth market knowledge, cooperated with us to make subtle adjustments.

SSM How did you come to choose the sideways fighting game style for Gunstar Heroes?

Treasure We wanted to make a character game, but felt one similar to current games available. So it became a necessity to choose the sideways scrolling. In addition there are a lot of moving objects on the screen so we thought it would be good.

SSM The sprite scaling look of the graphics is very distinctive. How did you come to choose this look for the game?

Treasure If the characters are big they are in that way. Even if they are small there are a lot of enemies appearing, so which method would be pleasing to the eye was the main consideration.

SSM How did you design the main characters?

Treasure With regards to the design, the team could end personality and impact. Everyone used their own ability and individuality to create a character that they liked.

SSM What's your favourite character and why?

Treasure Early the total balance is good. Design movement, animation in addition his game nature is the most complete. Plus playing him is fun. I like this character the most.

SSM How important is the sound in the overall game?

Treasure The game music is essential for a successful game. We spend as much time as possible for the sound, both the effects and the music. The music is composed after the characters have been decided and the feeling has fixed.

SSM Treasure are famous for their outstanding bosses. How do you go about creating these incredible characters?

Treasure Basically it's important to give impact, we make them big and strong. Each person has his own way of creating a boss but it's usual to have some sort of concept for the boss and then try to get as close as possible with the program. But it's also true that we saved what look at what's technically possible from



Ken Shindo is the Treasure masters who spoke to us (from left to right, above). Kazuhiko Shibata (center designer) and Yasuaki Maegawa (President).

the program and if a technique is there we can have ideas about how to make a interesting boss. We use both ways.

SSM What aspect of Guardian Heroes are you most proud of and why?

Treasure The best aspect is being able to "scatter the small fry" - it relieves stress. Other than that, there are a lot of characters appearing for a change.

SSM What kind of feedback have you had from the Japanese owners of Guardian Heroes?

Treasure Over 80% of the comments were positive. It's been highly received.

SSM Everyone considers the Saturn to have a vast amount of untapped potential in terms of power. Would you agree with this?

Treasure I think it has. Not only the Saturn, if you consider the Megadrive also, the quality of the first game to appear compared to those much later is completely different.

SSM Would you ever consider producing an RPG for the Saturn?

Treasure If we really wanted to make an RPG there's a strong possibility we would. However, I would take a lot of hard work so although we can't say we would make one of the project came about the possibility is there.

SSM Is there any chance of a new version Gunstar Heroes or Alive Soldier being produced for the Saturn?

Treasure If we wanted to we are capable of doing it. However, if we thought it may be profitable but the creative staff didn't want to do it, we wouldn't produce it.

SSM Do you have any messages for your UK fans?

Treasure Hello to all your readers and thanks for all your support.

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